

THE
ADVENTURES
OF
**Willy
Beamish**™



HINT BOOK

Includes complete walk-thru

Includes all area maps

List and location of all objects

Hidden rooms, locations and characters
you may not have encountered



Dynamix®
PART OF THE SIERRA FAMILY

006581800

THE
ADVENTURES
OF
Willy Beamish™



HINT BOOK

Includes complete walk-thru
Includes all area maps
List and location of all objects
Hidden rooms, locations and characters
you may not have encountered

Dynamix®
PART OF THE SIERRA FAMILY

Dynamix, Inc., Eugene, OR 97401

™designates trademark of Dynamix, Inc. ® is a registered trademark of Dynamix, Inc.
©Dynamix, Inc. 1991. Printed in the U.S.A. All rights reserved.



Dynamix®
PART OF THE SIERRA FAMILY

THE
ADVENTURES
OF
**Willly
Beamish**TM



Solutions Manual

Writers: David Selle & Jerry Luttrell

Layout & Design: Shawn Bird & Roger Smith

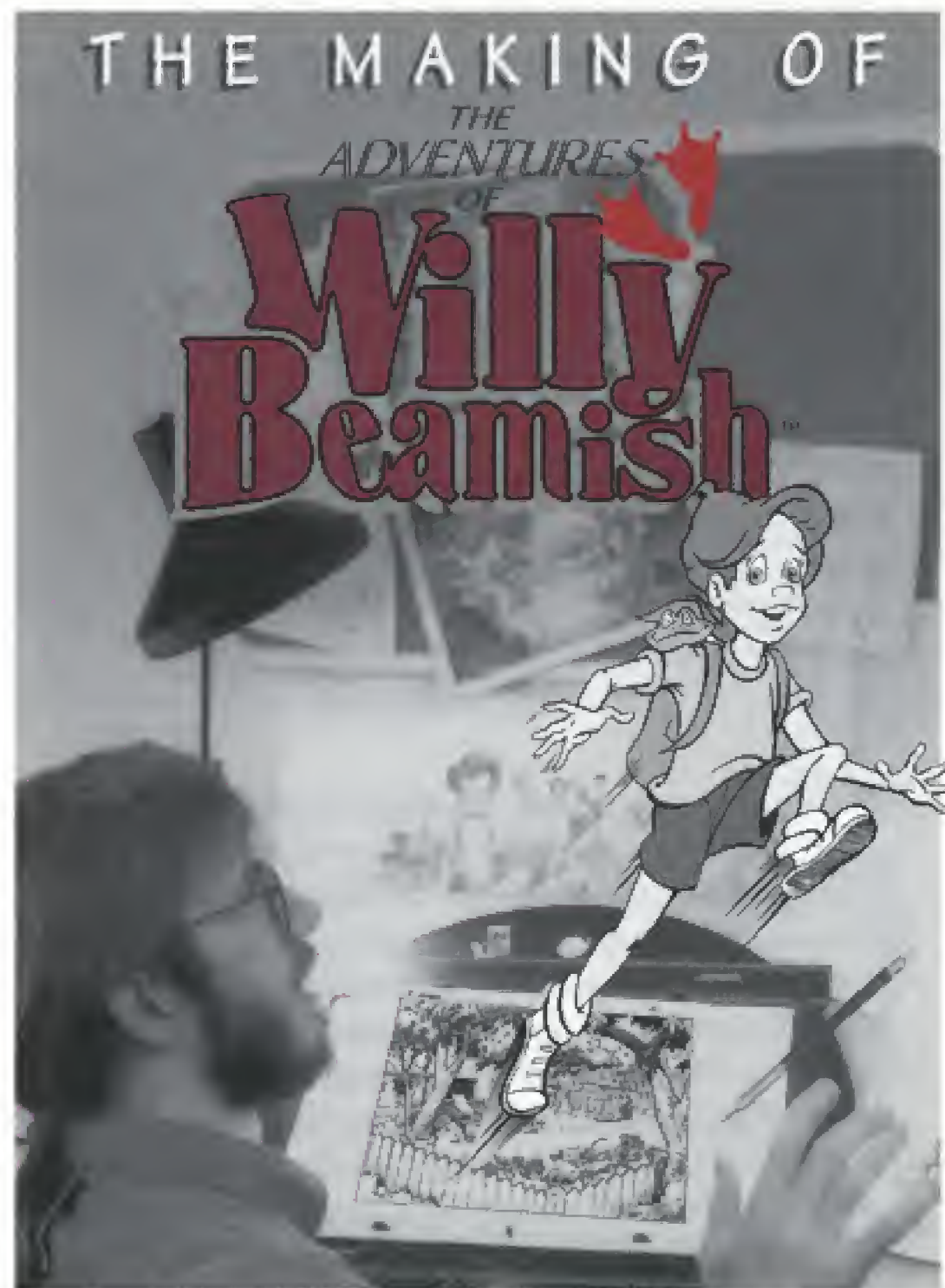
Managing Editor: Jerry Luttrell

Publications Manager: Lynne Tunstill

Special Thanks: Rhonda Conley & Dale Tendick

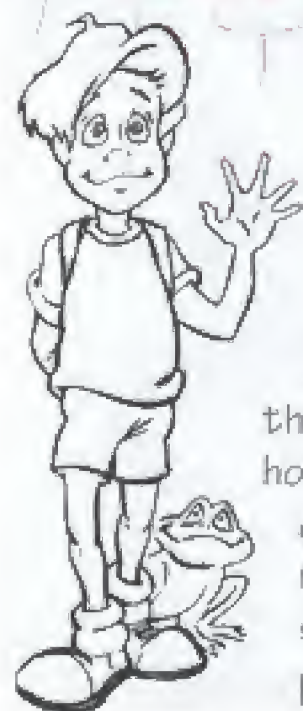
TABLE OF CONTENTS

THE MAKING OF WILLY BEAMISH	3
INTRODUCTION	14
GENERAL QUESTIONS	16
DAY ONE	
Carbuncle School	18
Beamish House	22
DAY TWO	
Beamish House	28
Tree Fort	30
Slice of Life Pizza Parlor	31
Sloeffor Park	33
DAY THREE	
Olde Towne	34
OK T-shirt Kiosk	35
West Frumpton	35
Local #409 Plumbers' Union	37
Golden Bowl Bar	37
DAY FOUR	
Tree Fort	39
Tootsweet Frog Jump Contest	40
Humpford Mansion	42
Local #409 Plumbers' Union	49
Golden Bowl Bar	50
Humpford Sludge Works	51
OBJECTS	58
MAPS	
Carbuncle School	63
Beamish House	64
Willy's Neighborhood	65
East Frumpton	66
Olde Towne	67
West Frumpton	68
Humpford Mansion	69
Humpford Sludge Works Map	70
NOTES	71
NEED MORE HELP?	72





TOP: Very early incarnations of Willy Beamish. Artist Brian Hahn's original concept (TOP CENTER) went through changes.

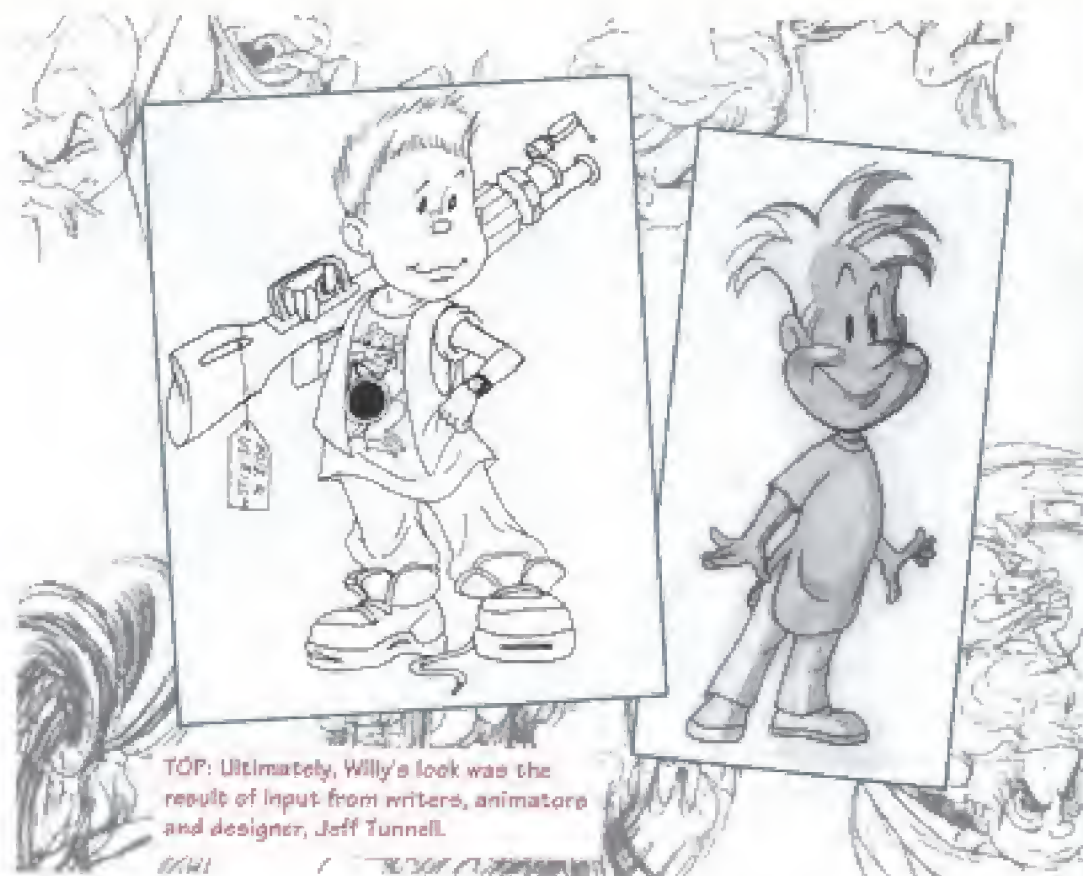


Hi! I'm Willy Beamish. For the next few pages I've been assigned to walk you through the process used to make my cool game, *The Adventures of Willy Beamish™*. I wasn't totally excited about this 'cause it sounded an awful lot like homework, but it is a story about ME, so I guess I can put together something for my public. I mean, it IS pretty interesting stuff, involving some really interesting people. So, here goes...



TOP: Willy took on many early forms from "hip" to "punk" as Jeff Tunnell searched for the look that best reflected his original vision.

In the beginning, I was nothing more than an idea in the mind of my creator, Jeff Tunnell (makes Jeff sound pretty important doesn't it?). And, I gotta say, some of those early looks were pretty far off base. I mean, like way off... Can you imagine me with a punker hairstyle? Seriously NOT. Jeff and this artist named Sheri Wheeler (who worked with Disney and Filmation and a bunch of other animation places) must have played with my image for months before they finally decided on the Willy we all know and love. I was short, tall, fat, skinny, and just about everything in-between before this sleek



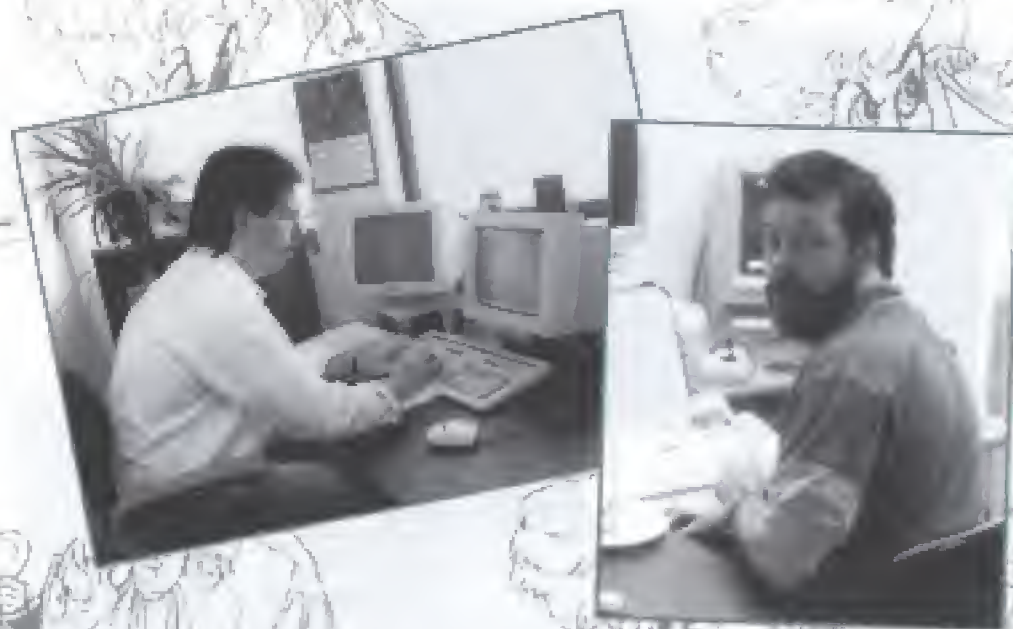
TOP: Ultimately, Willy's look was the result of input from writers, animators and designer, Jeff Tunnell.

picture of coolness that you see today finally came to life. Pretty frightening to think what I might have turned out like! Anyway, once they'd brought me to life on the drawing board, Jeff and Dynamix's team of animators and artists had to figure out what to do with me. It might sound kinda stupid at this point, but what Jeff wanted to do was something no one had ever done before. He wanted to create an interactive cartoon on the computer.



Dynamix's previous adventure games, *Heart of China*™ (TOP LEFT) and *Rise of the Dragon*™ (RIGHT) paved the way for Willy Beamish by perfecting many of the necessary text and animation tools used in Willy's production.

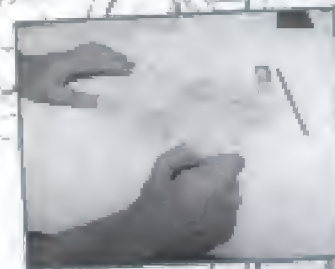
I mean, we're not talking Pak Man or Nintari here! Jeff was going for the big-time stuff like what's on Saturday morning cartoons. Now, don't get me wrong. Jeff and the guys at Dynamix had done some pretty cool stuff on the computer. *Rise of the Dragon*™ was really neat with all the mutants and everything. And *Heart of China*™ was pretty cool too, although I would have made the girl a brain-sucking alien or something. But with me, they were talking about something TOTALLY different. Personally, I didn't think they could pull it off.... Just goes to show what I know about techno-dweeb stuff like



The Willy Beamish team consisted of more than 40 talented individuals. Shown are two of the game's programmers, Louis McGrady (LEFT) and Rich Rayl (RIGHT).

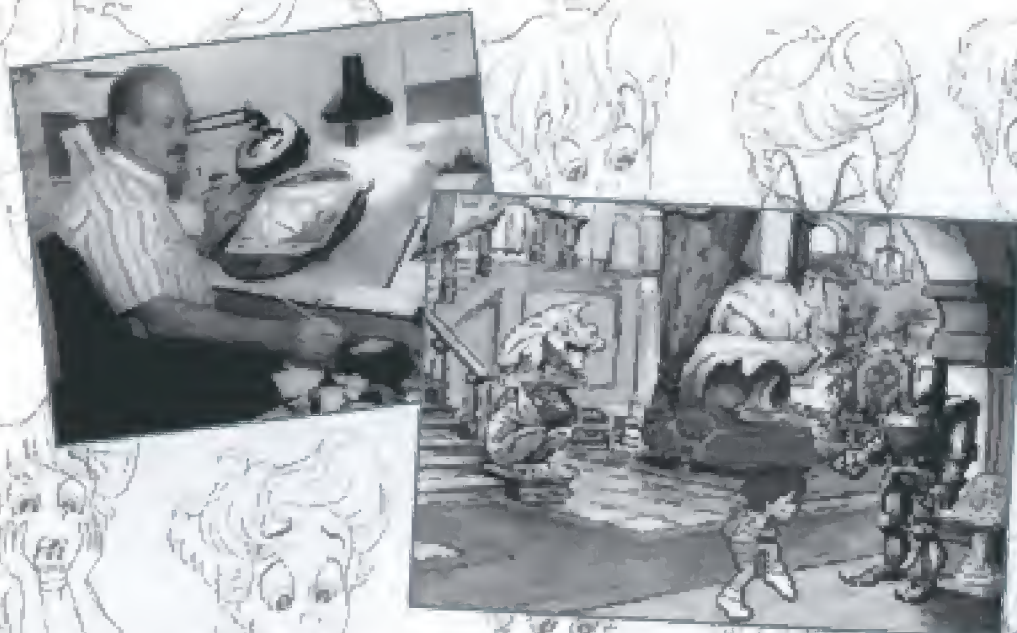
programming and art! Anyway, what they had to do was find a way to combine the techniques used in classical animations (you know, really classic stuff like *Snow White*, *The Little Mermaid*, *Mutant Space Rangers*) with computer animation. With

the help of some really top-notch animators (Pat Clark, Sheri, René Garcia) and the technical geniuses in Dynamix's art and programming departments, here's what they came up with.



The process of creating and computerizing artwork. TOP LEFT: Rough storyboards depicted the action of every scene. CENTER: All backgrounds went through the stages of rough sketch, final sketch, painting and digitizing. RIGHT: Animator Jamett Jester uses the computer to paint black-and-white scanned cels of Willy.

First, everything had to be storyboarded. That means that each and every scene was drawn in rough form before the actual animations or background paintings were completed. Second, the approved storyboards were drawn in pencil. Now, for backgrounds, the pencil drawings were painted and then scanned into the computer using a color scanner. For animated cels, like a sequence of me walking across a room, the cels were done by hand in black and white, scanned into the computer and then colored using a computer paint program. Once the background paintings and



TOP LEFT: Artist Rene Garcia paints a background scene from the castle of Leona Humpford. RIGHT: The finished combination of background and animation cels.

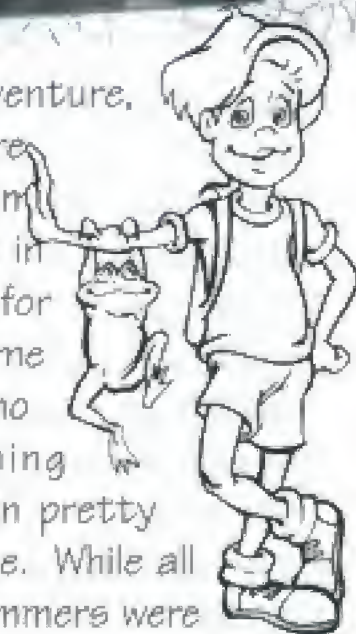
animation cels were in the computer, computer animators assembled the pieces to make a complete scene. That's BASICALLY how it works. Now, I've left out a lot of the brain-stretching stuff, like how they assembled animated sequences so they flowed together. Or how the programming smart guys modified the Dynamix Game Development System so that it would show me on screen. Now THAT stuff was tough.

Anyway, I've left out some very important people from this story — the two writers that put those really excellent words into my mouth and brewed up the



TOP: Designer Jeff Tunnell meets with writers Tony and Meryl Perutz during story planning. BOTTOM: Writer David Sells implements Willy Beamish's innovative On-Line Documentation system.

totally warped storyline for my adventure. Tony and Meryl Perutz. These two were big muckity-muck types from Hollywood. Tony had worked WAY up in NBC television, and Meryl had worked for really neat people including Family Home Entertainment and Dic (the guys who make those cool Saturday morning cartoons). Tony and Meryl came in pretty early-on to work with Jeff on my game. While all of the artists, animators and programmers were



Among the several teams contributing to Willy Beamish were Music and Quality Assurance departments. RIGHT: Composer Chris Stevens integrates music and sound effects to gameplay. BOTTOM: Quality Assurance personnel spent countless hours testing and retesting Willy Beamish to ensure that the final version of the game was trouble-free.



Requiring seven full-time animators in a team totalling more than 40 members, Willy Beamish is easily the largest project Dynamix has ever undertaken. Shown are animators Rhonda Conley (TOP) and Dan Taylor (RIGHT), during the painstakingly slow process of hand drawn cel animation.



busy putting the pieces of my adventure together, Tony, Meryl and Jeff worked on dialog, puzzles, and character backgrounds. Their writing was truly the best and I think they added lots of class to the Dynamix team, although I don't think I'd tell Jeff that. He might want to renegotiate my contract for sequels or take away my Nintari key!



So, that's about it! Working together, the Dynamix team of artists, animators, writers, programmers and designers built one of the coolest adventures that computer dudes have seen in a long time. It's been a pleasure working with them and I promise not to forget all the "little people" when I hit the big-time and can kick back in a life of leisure. Hope you liked my little report! Now I've got to go practice Nintari for next year's championship. Stay cool!

Willy J. Beamish

INTRODUCTION

Welcome to the world of Willy Beamish!

We hope you have as much fun playing this game as we did creating it. Willy Beamish is an interactive adventure which allows you to follow multiple-solution paths to resolve the game. If you have a problem that isn't mentioned here, feel free to contact us.

Dynamix/Sierra at (209) 683-8989.

8 a.m. - 5 p.m. Pacific Time

U.K. Customers call: (44) 734-303171

The whole point of playing Willy Beamish is to discover puzzles and find the solutions to them in a limited amount of time. However, some puzzles may be extremely well hidden, or so arcane that you haven't any idea where to begin. Or this may be your first experience with an adventure game. Don't feel bad if you occasionally get stuck.

How to use this Solutions Manual

When you get stuck, look through this manual for a question similar to your problem. Since the hints are organized from "slightly helpful" to "Here's a big clue" to "Smack! Here's the answer!" you should read them individually and in sequence. Place your "Adventure Window Card" over each answer to read it.

How NOT to use this Solutions Manual

Use this book only for the hints you really need. It defeats the purpose of playing an adventure game if you simply read this manual cover-to-cover and learn all the answers. For those of you who choose to ignore this warning, we've thrown in a few red herrings to trip you up.

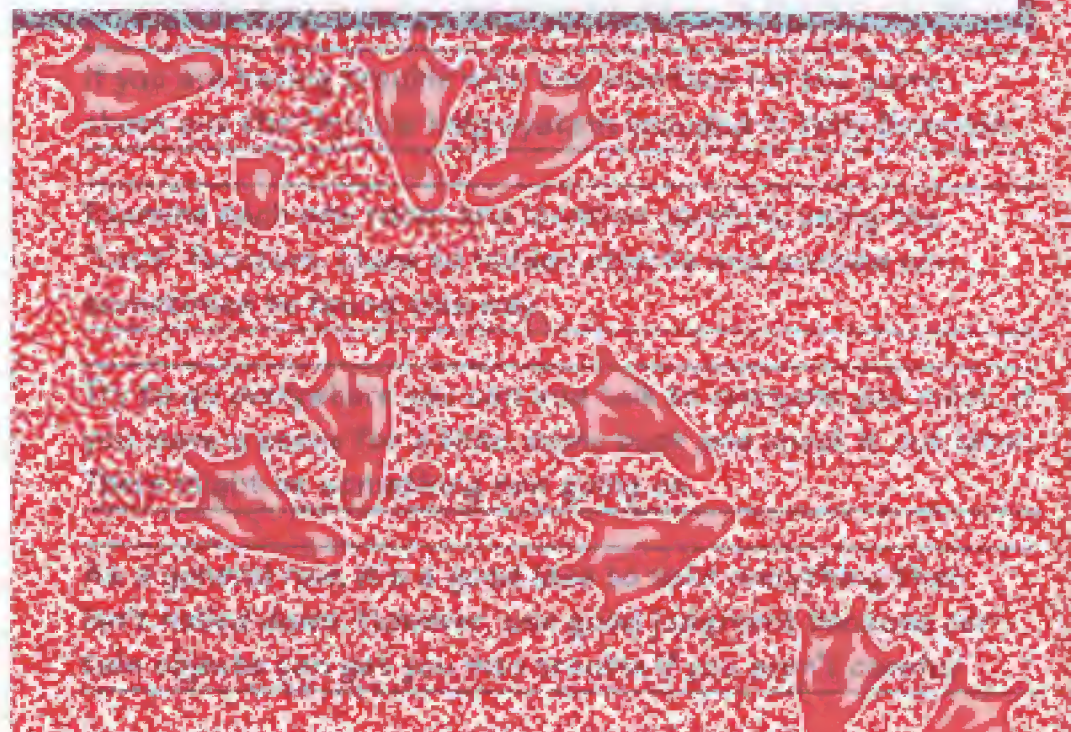
If you've finished Willy Beamish

Even if you've "won" the game, we're sure we can interest you in playing it again. There are several different ways to resolve Willy Beamish, depending on the choices you make. You may want to go back and try some different approaches to the puzzles and possibly arrive at a happier ending. You may also want to try some things just to see what happens.

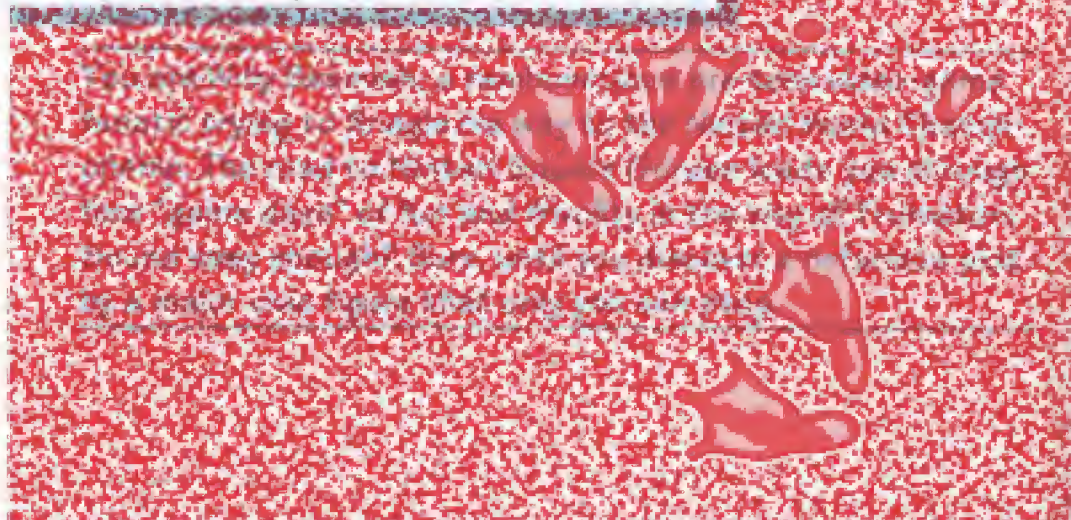
If you enjoyed this game, try some of the other 3-D graphic-animated adventure games produced by Sierra/Dynamix like *Rise of the Dragon: A Blade Hunter*™, *Mystery and Heart of China*™. And, stay tuned for future Willy Beamish adventures! Good luck in your adventuring!

GENERAL QUESTIONS

I can't figure this out. What kind of fun is this?



What's the point of this anyway?



What's this Trouble Meter thingy that keeps popping up all over the place?



GENERAL QUESTIONS

I can't figure this out. What kind of fun is this?

If you are having trouble with the interface for the game, check out the On-Line help system included in *Willy Beamish*.

Examine each new room and location carefully using the "Look" function. Clues to hidden objects and puzzles can sometimes be found this way.

Try to go everywhere you can and talk to everyone you meet. If you leave a scene for a time, come back and check it out later. There might be something new going on.

As a general rule, it's a good idea to take everything that isn't nailed down. However, use good judgment because certain objects can get you into trouble if you aren't careful!

What's the point of this anyway?

You are Willy Beamish, a rambunctious pre-teen video-game fanatic trying to finagle his way to the Nintari World Championship. The road to Nintari Square Garden leads you through four "game days" of fun and frivolity in the city of Frumpton. Sound easy enough? Sure, until you discover a nefarious plot by a major civic figure that only you can stop.

What's this Trouble Meter thingy that keeps popping up all over the place?

The Trouble-Meter is an Indicator of Willy's status with his teachers, parents, etc. If Willy does something bad, it goes up. If it goes all the way to the top, Willy is sent to military school. Once it starts to go up, there is very little you can do to bring it down again. The only thing you need to worry about is making sure it doesn't get ALL the way to the top. Willy can get into a little bit of trouble and still win the game.

DAY ONE

CARBUNCLE ELEMENTARY SCHOOL

I'm stuck in class and I haven't any idea how to proceed!

I was sent to the Principal's office!

I can't get past Coach Beltz in the hallway.

This gnarly Gila monster bit me on the leg and I can't pry his jaws apart!

DAY ONE

CARBUNCLE ELEMENTARY SCHOOL

I'm stuck in class and I haven't any idea how to proceed!

Oh dear.

You're there for disciplinary reasons — your frog stole the principal's toupee.

Sit tight and be patient.

Eventually Ms. Glass will fall asleep.

Wait until the ol' bag falls asleep and then sneak out of class.

I was sent to the Principal's office!

Chill out. It's not the end of the world.

Be nice to Mr. Frick. (Don't call him an egghead — he hates that.)

Give the old fart his hair back.

Avoid getting busted too often or you will be sent to military school.

I can't get past Coach Beltz in the hallway.

If at first you don't succeed, try, try again.

He asks you for something, doesn't he?

You need to "obtain" a hall pass. Be creative.

Check out Willy's desk in the classroom.

You can make one out of the materials in the desk.

Combine the white crayon with the piece of wood.

This gnarly Gila monster bit me on the leg and I can't pry his jaws apart!

Don't lift up the floorboards next time.

Got any dynamite?

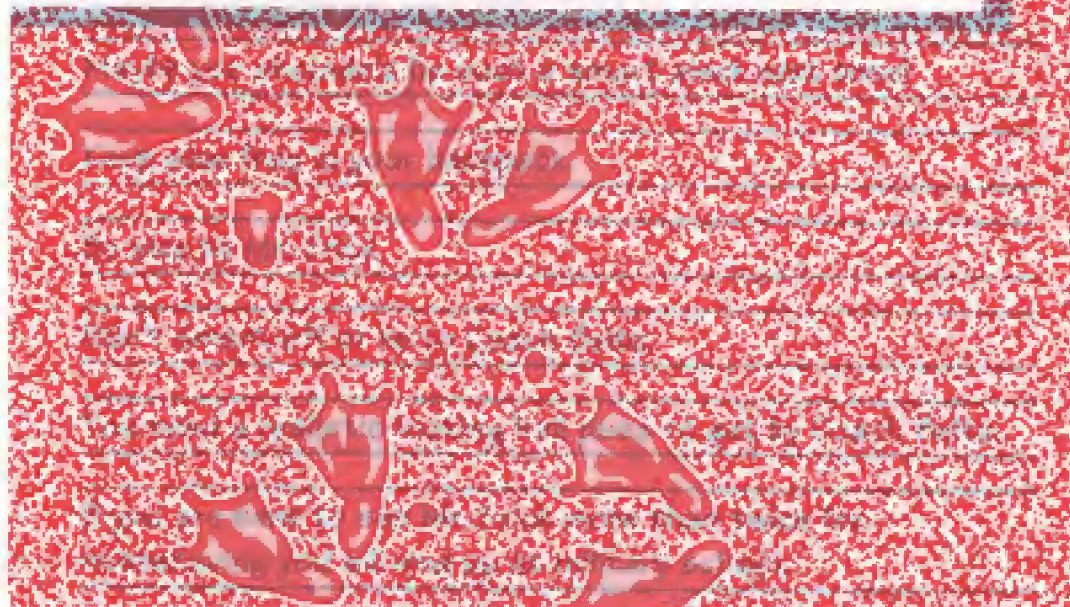
Never mind, that was a dumb question.

Use vise-grips, man!

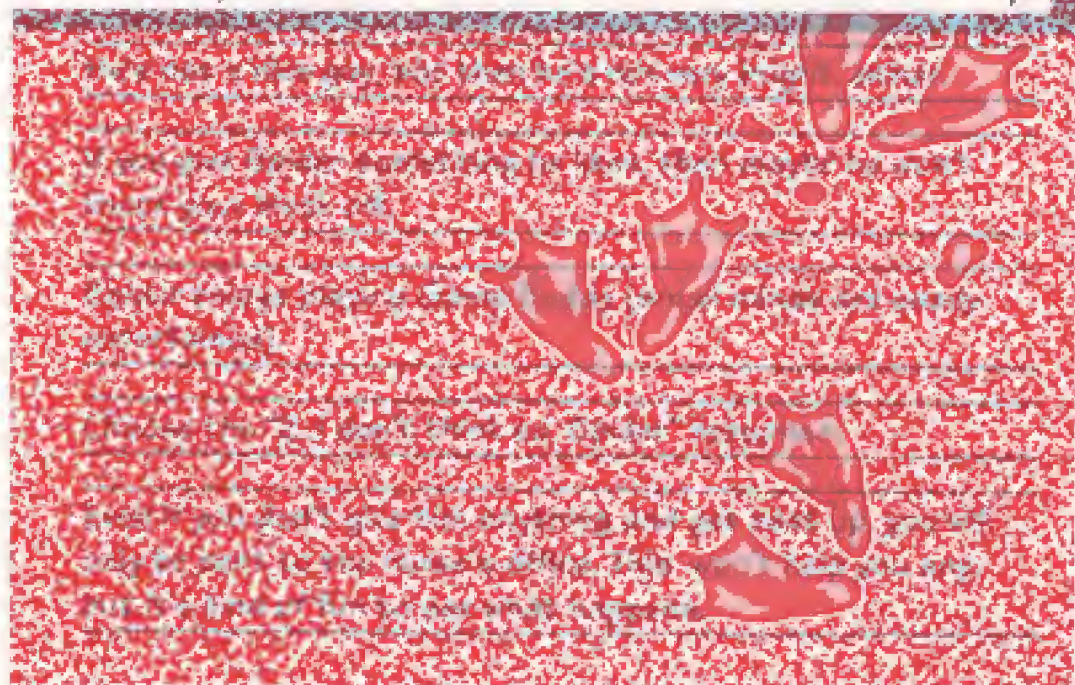
You don't have any? Try Sears.

Whoa spud, this is a RED HERRING. Stop trying to weasel the hints!

UGH! I got sent to military cadet school!



This "Spider" in the bathroom wants to beat me up.



I got stuck in the hospital and my prognosis was not good.



UGH! I got sent to military cadet school!

Maybe you shouldn't be such a smart aleck next time!

Keep your frog in your backpack.

Be nice to Mr. Frick.

Don't smart-off or lie to Coach Beltz.

You need a realistic-looking hall pass to get by Coach Beltz.

If you are sent to see Mr. Frick more than twice for misbehaving you will end up at military school.

This "Spider" in the bathroom wants to beat me up.

He's not a nice guy, but then he's not very bright, either.

If you give Spider something he likes, then maybe he won't knock your block off.

Spider enjoys playing Game Buddy (small minds are easily entertained).

Choose the "2. I don't think so, Spider" response.

Even if you don't give him anything and get beat up, you will only be sent to the nurse's office. This won't help you any, but it's kind of fun to see what happens.

I got stuck in the hospital and my prognosis was not good.

Honesty is the best policy.

If you hadn't lied to Ms. Glass, you wouldn't have been sent to the nurse's office.

You shouldn't lie to the nurse, either.

When the nurse asks you if it hurts choose the "2. No, it doesn't hurt at all" response.

BEAMISH HOUSE

I sent Brianna into low-earth orbit. Shiela and Gordon were not pleased.

I sliced, diced, and julienned my thumb.

I caused a train wreck and Gordon was really ticked.

I got busted for mail fraud.

BEAMISH HOUSE

I sent Brianna into low-earth orbit. Shiela and Gordon were not pleased.

You don't have to push Brianna on the swing.

If you DO decide to take her outside, be careful.

Don't select dialog choice 1, if you push Brianna on the swing.

I sliced, diced, and julienned my thumb.

Did that hurt? It looks really painful.

You really can't avoid this if you get lassoed in the kitchen by Sheila.

Well, don't just stand there bleeding on the veggies.

Maybe you should take care of that cut.

A little first-aid might be in order. Try the bathroom cupboard.

Make sure you put a Band-Aid AND iodine on your cut. If you don't, you may regret it later.

I caused a train wreck and Gordon was really ticked.

Maybe you should have listened to Ghost Beamish.

Those trains are, or were, his pride and joy.

Don't activate the switch and you'll be fine.

I got busted for mail fraud.

Tampering with the mail is a federal offense. Shame on you.

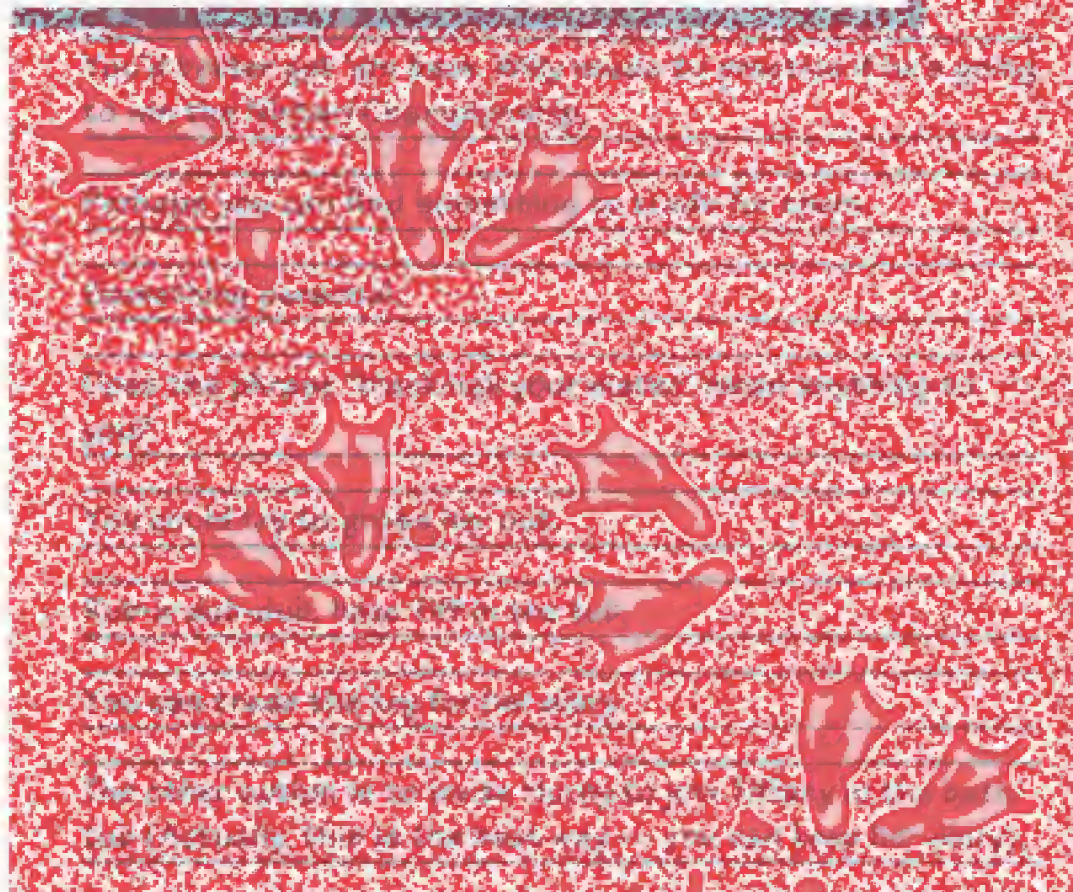
Perhaps you should've listened to Ghost Beamish.

Honesty is the best policy.

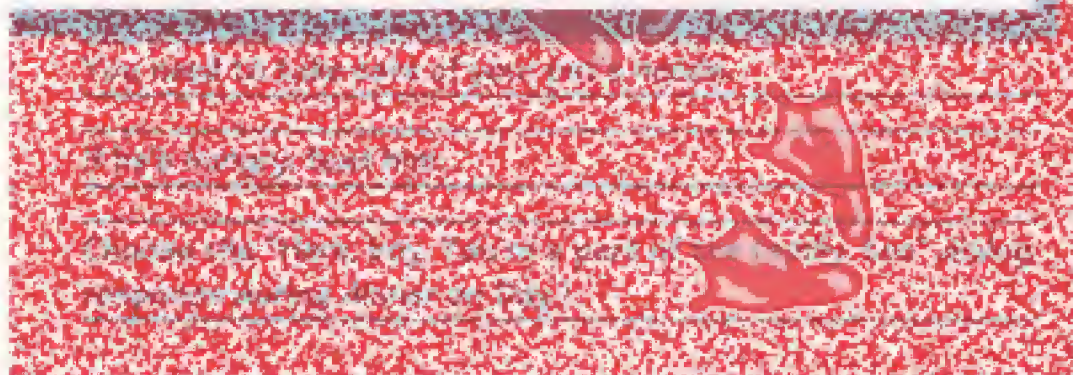
If you DO pick up the mail, give it to Gordon at the earliest opportunity. If you are caught trying to hide your report card, you will be sent to military school.

You can leave the mail in the slot.

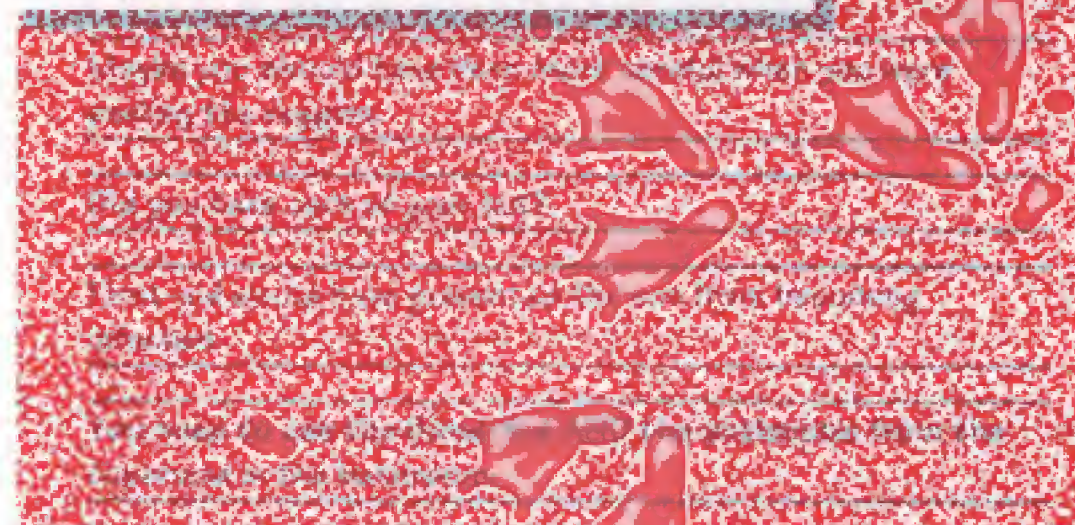
Gordon gave Tiffany the keys to my Nintari!



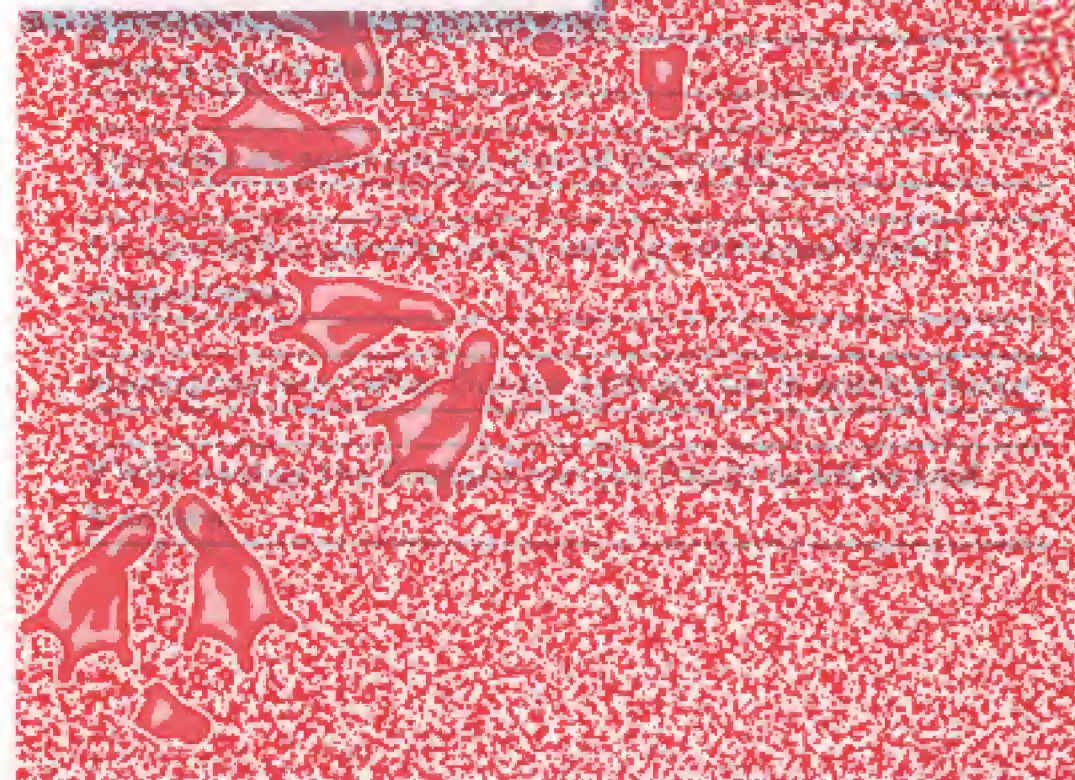
I got in trouble because Duffy was begging at the table.



My thumb hurts and I suck at Nintari!



I need to raise some cash.



Gordon gave Tiffany the keys to my Nintari!

You'd better get 'em back. Willy needs to practice if he's going to win the Nintari Championship.

Perhaps you can find something to trade for them.

Something personal.

Does the phrase "blackmail your sister" mean anything to you?

You could try to gross her out.

Rub-a-dub-dub, haze Tiff in the tub.

You can trade the key for her diary.

The other option is to invite Horny to join Tiffany in the bathtub (Actually, this is the best way — you can keep her diary).

I got in trouble because Duffy was begging at the table.

You need to take care of your pet's needs.

If he's hungry, feed him.

Choose the "Here, boy. You're a part of the family, too" dialog response during dinner on Day 1.

My thumb hurts and I suck at Nintari!

Maybe you should have been more careful when you were peeling the veggies.

Did you take care of your cut?

First-aid would have prevented the cut from becoming infected.

You need to use the Band-Aid AND the antiseptic from the cupboard in the bathroom.

I need to raise some cash.

What a capital idea!

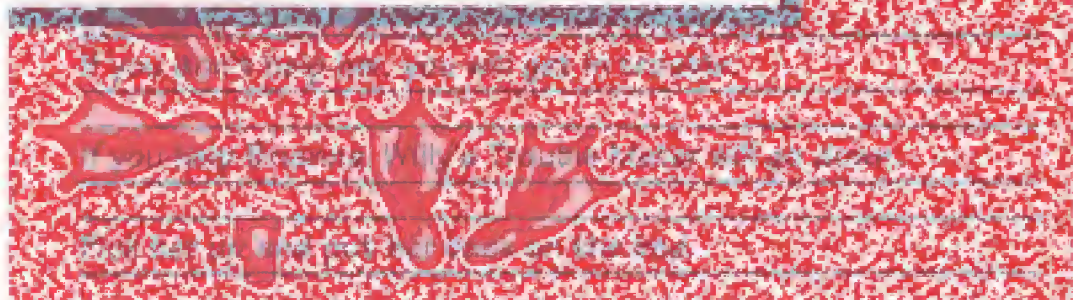
You could do some chores around the house.

I'm sure Willy's parents could come up with a few helpful suggestions.

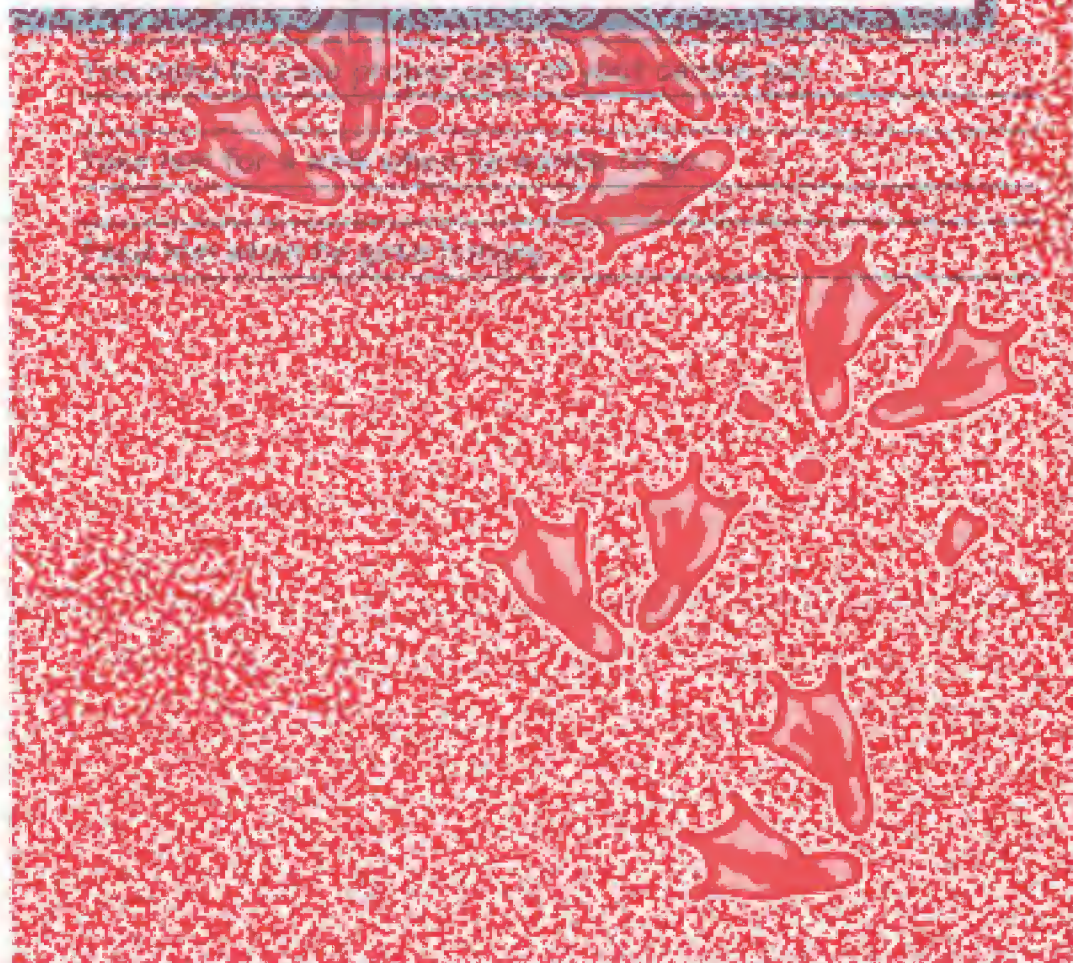
Mowing the lawn (after Gordon tells you to) is worth 2 bucks.

If Willy washes the Grange Rover (on Day 2) he will be paid 5 dollars.

Brianna's fallen and she can't get up.



Duffy excavated the flower beds and got me in trouble with my mom.



Tiffany tossed me out of her room.



Brianna's fallen and she can't get up.

If you don't help her, you will get in trouble.

If you help Brianna, Willy's Trouble Meter will go down.

Pick her up and put her back on the bed.

Duffy excavated the flower beds and got me in trouble with my mom.

You need to take proper care of your canine pal.

Take him for a walk when he wants to go.

Feed him when he gets hungry.

Tiffany tossed me out of her room.

Ouch!

Well, she is on the phone.

There isn't much you can do about this.

Unless you have something of hers you can use to bargain with.

Did you get her diary?

If you drop the diary on Tiffany, Willy can trade it for the Nintari key. (But if you've already given her the diary, you can't avoid this.)

The background of the entire page is a dense, repeating pattern of red splatters and droplets of various sizes, creating a textured, chaotic effect.

DAY TWO

BEAMISH HOUSE

I didn't start the day off on the right foot – my Trouble Meter went up again!

Duffy wet-nosed Sheila during her yoga and she flipped out!

I'm hanging around the house, but not much is happening.

Alicia, the babysitter from hell, is driving me batty and there's not a thing I can do about it!

DAY TWO

BEAMISH HOUSE

I didn't start the day off on the right foot – my Trouble Meter went up again!

Make sure you give Brianna her Kooky Klowns for breakfast.

Feed Duffy and take him for a walk when he wants to go for one.

Duffy wet-nosed Sheila during her yoga and she flipped out!

You need to make sure you take care of Duffy.

Feed him in the morning.

Take him for a walk whenever he wants to go for one.

I'm hanging around the house, but not much is happening.

Why don't you explore the neighborhood a bit?

Check out the tree fort.

Alicia, the babysitter from hell, is driving me batty and there's not a thing I can do about it!

Don't get carried away. There's more than one way to skin a bat (er, so to speak).

The first thing you need to do is find a way to slow her down.

If you could only find something to spray on the hairy little beastie.

How about a little hairspray? I'll bet Tiffany has some tucked away someplace.

Check the bathroom cupboard.

Use the hairspray strategically. You only get three shots.

In a spat with a bat, I sprayed the beastie. But I
can't figure out how to do in Alicia for good.

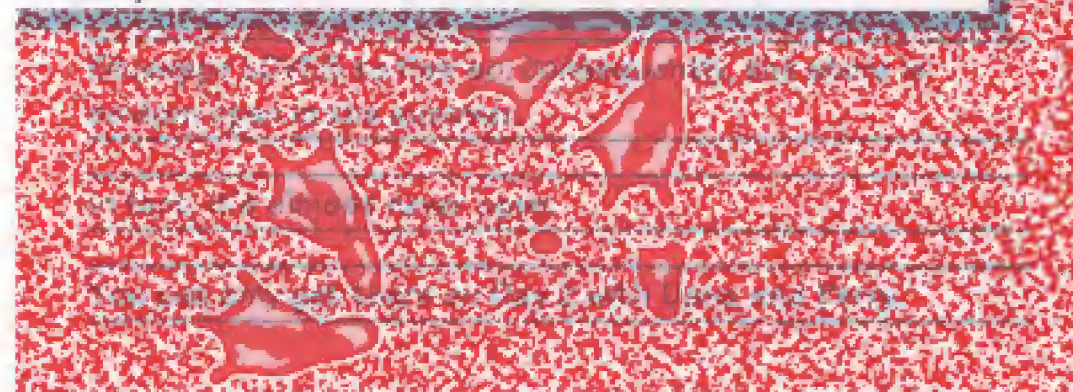


TREE FORT

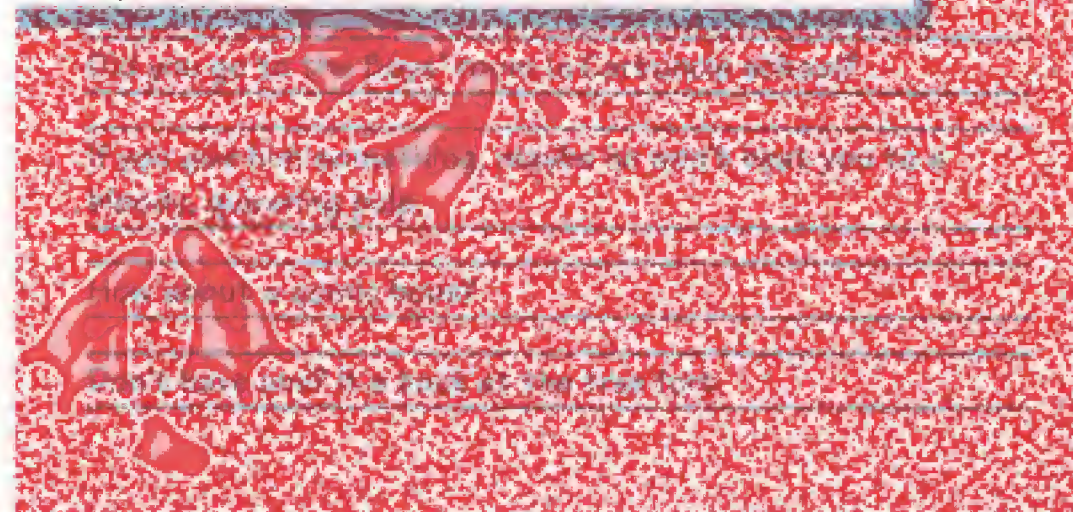
Perry got a Mickey Morris and I want it!

SLICE OF LIFE PIZZA PARLOR

I can't seem to get in. The owner is on a fishing
trip.



Spider thrashed me in the restroom.



In a spat with a bat, I sprayed the beastie. But I can't figure out how to do in Alicia for good.

You need to trap her.

First, you have to find some bait.

Live (or at least recently killed) bait.

Is there a mouse in the house?

Maybe Mr. Snickers has one?

Check Brianna's room.

Get the mouse Mr. Snickers caught and take it down to the living room.

Once you get into the living room you need to take cover.

Hide behind the sofa.

Once you get behind the sofa, drop the mouse on the table. Use the vacuum to suck the bat up.

TREE FORT

Perry got a Mickey Morris and I want it!

Got something you can trade for it?

It'll have to be something juicy.

How about Tiff's diary?

If you already gave it back to her, don't worry. You don't have to get this in order to win the game.

SLICE OF LIFE PIZZA PARLOR

I can't seem to get in. The owner is on a fishing trip.

Giuseppe LOVES to fish so, consequently, the store is seldom open in the summer.

In fact, it's almost never open.

You can only get there on Day 2 with Dana and Perry.

Spider thrashed me in the restroom.

Did you go to the Boys' room in Carbuncle school?

If you give him something, maybe he won't beat you to a bloody, quivering pulp.

How about a comic book?

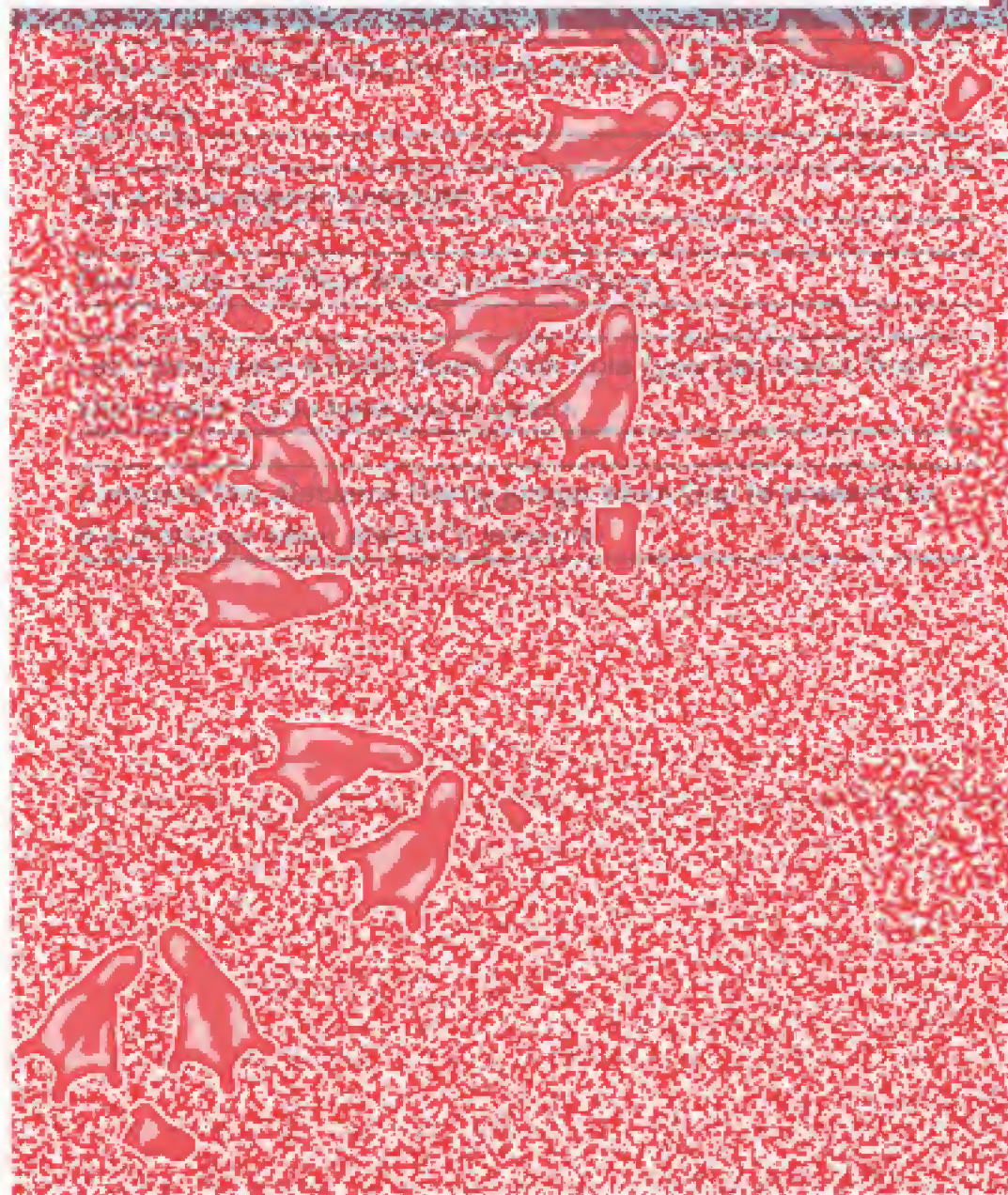
Don't have one? It's back at the tree fort.

Spider didn't beat me up, but now I'm his slave for life.



SLOEFFER PARK

On a lark, I went to the park, but I can't quite figure out what to do there.



Spider didn't beat me up, but now I'm his slave for life.

You need to get rid of him — permanently!

Spider likes to smoke. This habit could be his downfall.

It's not a good idea to smoke around volatile chemicals (like turpentine, for instance).

If only you could trick him into using the last stall.

Perhaps if you got rid of the "No Smoking" placard.

Don't let him catch you with the sign!

Pull it off the wall and throw it into the trash can near the door. Then, give Spider the "Biffo-Man" comic book when he comes into the room.

SLOEFFER PARK

On a lark, I went to the park, but I can't quite figure out what to do there.

This is an opportunity for Horny to get in a little jumping practice.

Try a little experimentation.

Give Horny the flies from your inventory.

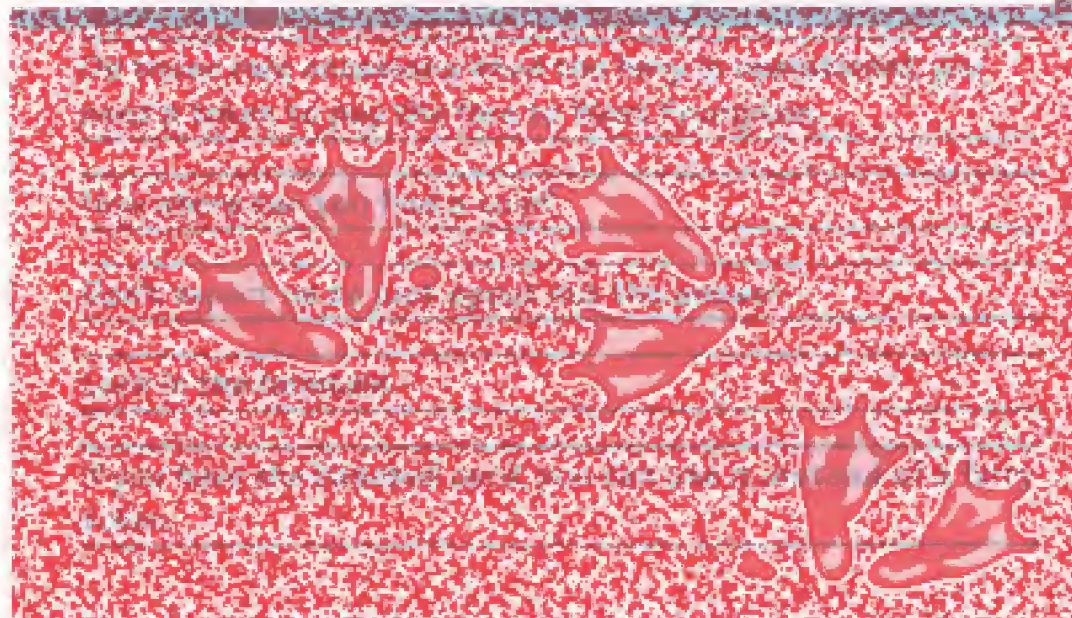
Let Horny have a little Slam Dunk Cola (you can buy it from the vendor if you have some cash).

Compare the distance Horny jumps when Gigi is present to his distance when she isn't present.

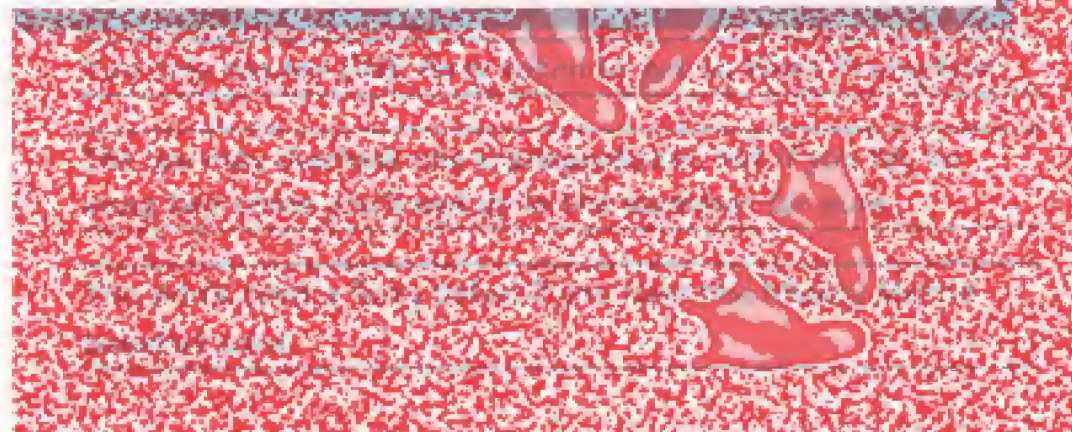
DAY THREE

OLDE TOWNE

I want to go to West Frumpton to get an entry blank for the frog jump, but Gus won't let me on the ferry.

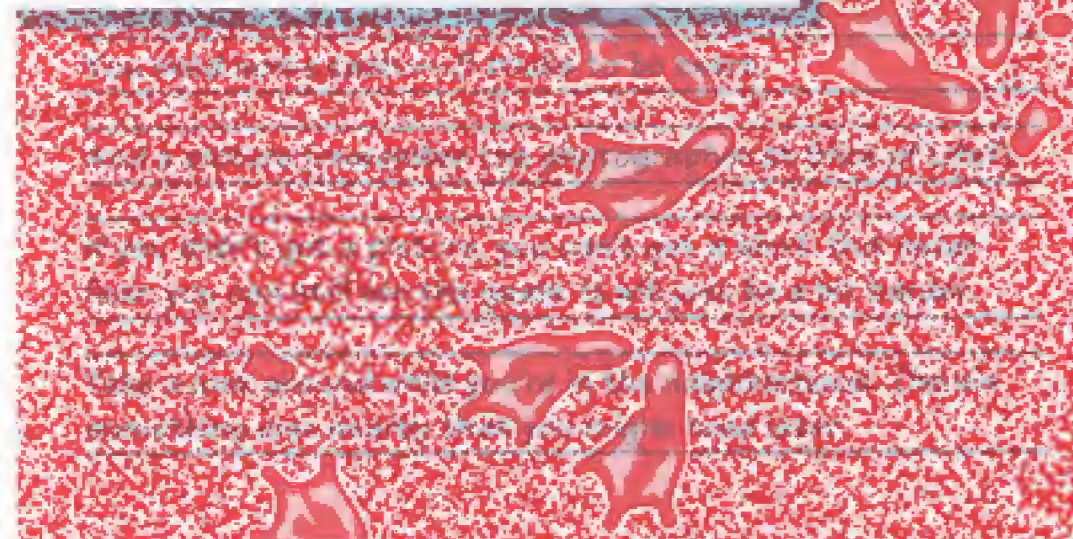


I got busted for messing around in the fountain.



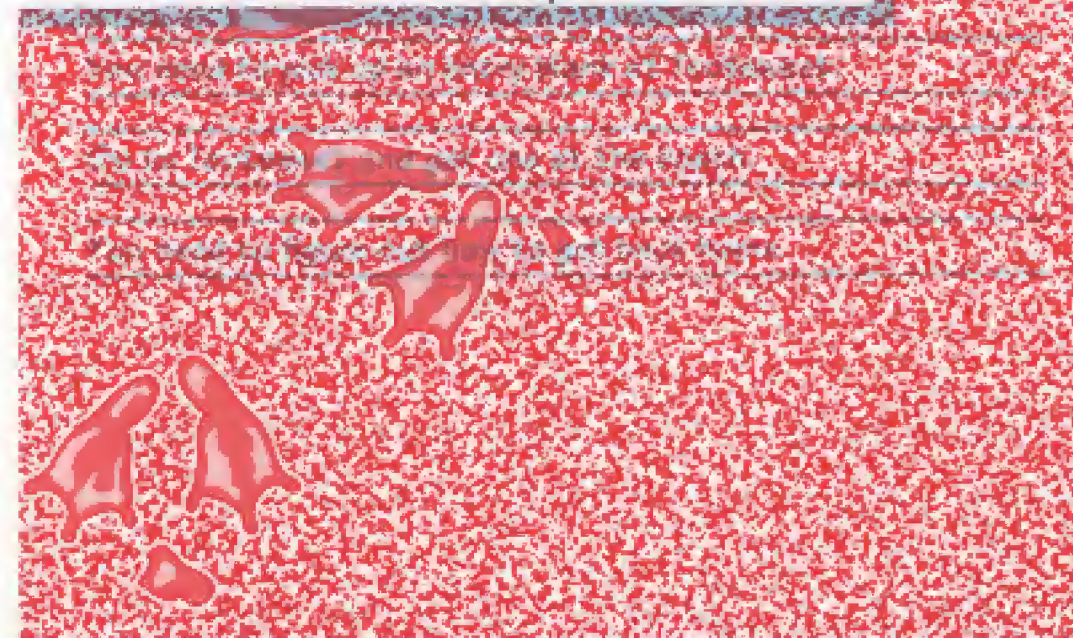
OK T-SHIRT KIOSK

How can I get a T-shirt?



WEST FRUMPTON

O.K., so I'm in West Frumpton. Now what?



DAY THREE

OLDE TOWNE

I want to go to West Frumpton to get an entry blank for the frog jump, but Gus won't let me on the ferry.

On those rare occasions when the ferry is operational, you need a token to pay the fare to West Frumpton.

Now where can you find a coin?

Don't expect us to just spout out the answer.

Look in the fountain.

If you have the baseball card, you can use it instead of a ferry token.

I got busted for messing around in the fountain.

You only needed ONE ferry token to get to West Frumpton!

The law may overlook one transgression, but if you try to snag two coins you'll end up in the slammer for sure.

You don't need a ferry token if you have the Mickey Morris baseball card.

OK T-SHIRT KIOSK

How can I get a T-shirt?

You need some cash — 5 bucks to be exact.

And a picture (remember the photographer at Slice of Life?).

If you didn't get a picture, you can't get a shirt. But never fear; you can still win the game. It will just be a bit harder.

Take a look around while you're in the neighborhood. There's something else nearby that you might need later.

WEST FRUMPTON

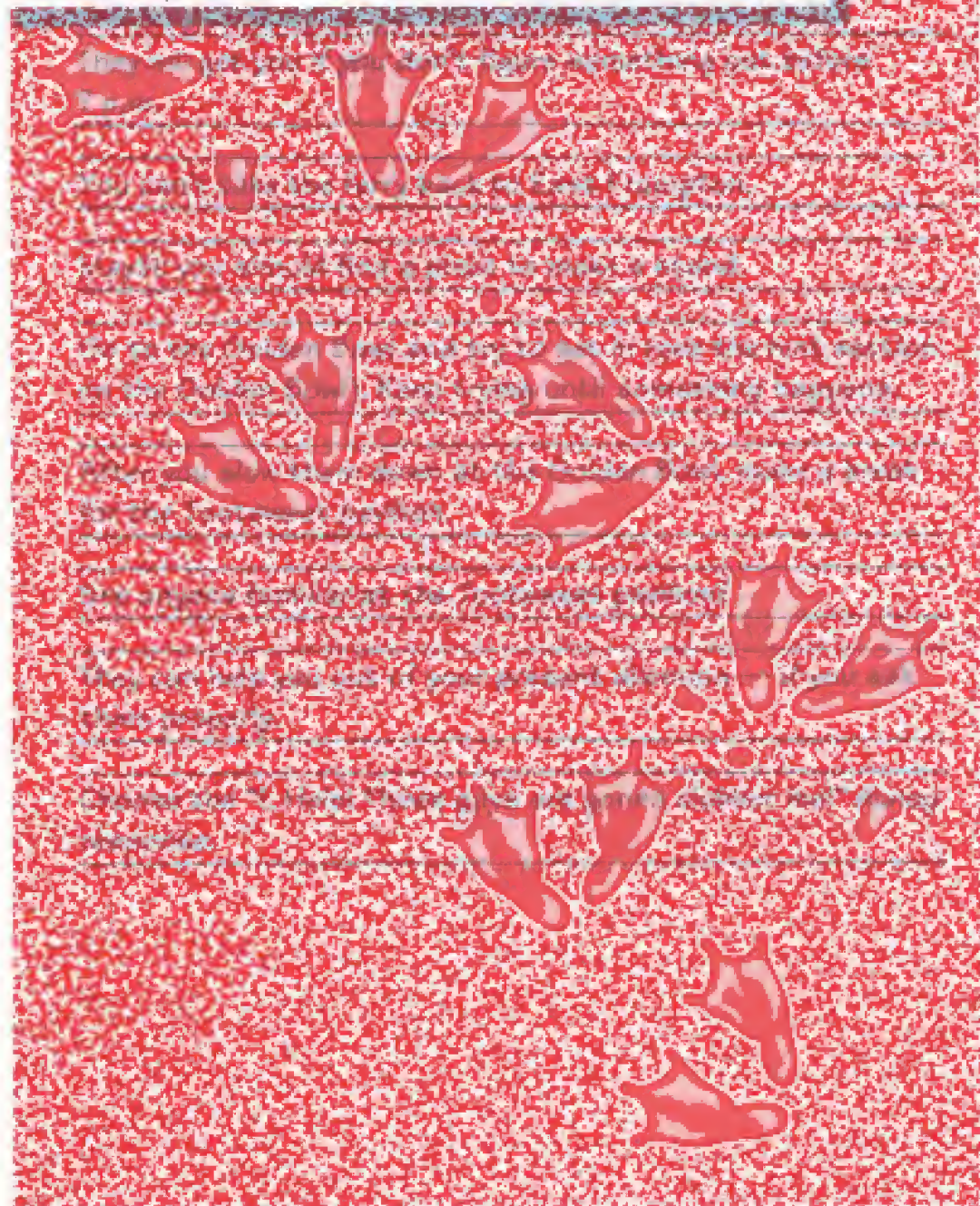
O.K., so I'm in West Frumpton. Now what?

You need to pick up an entry blank at Tootsweet.

Go to Tootsweet and get one at the booth.

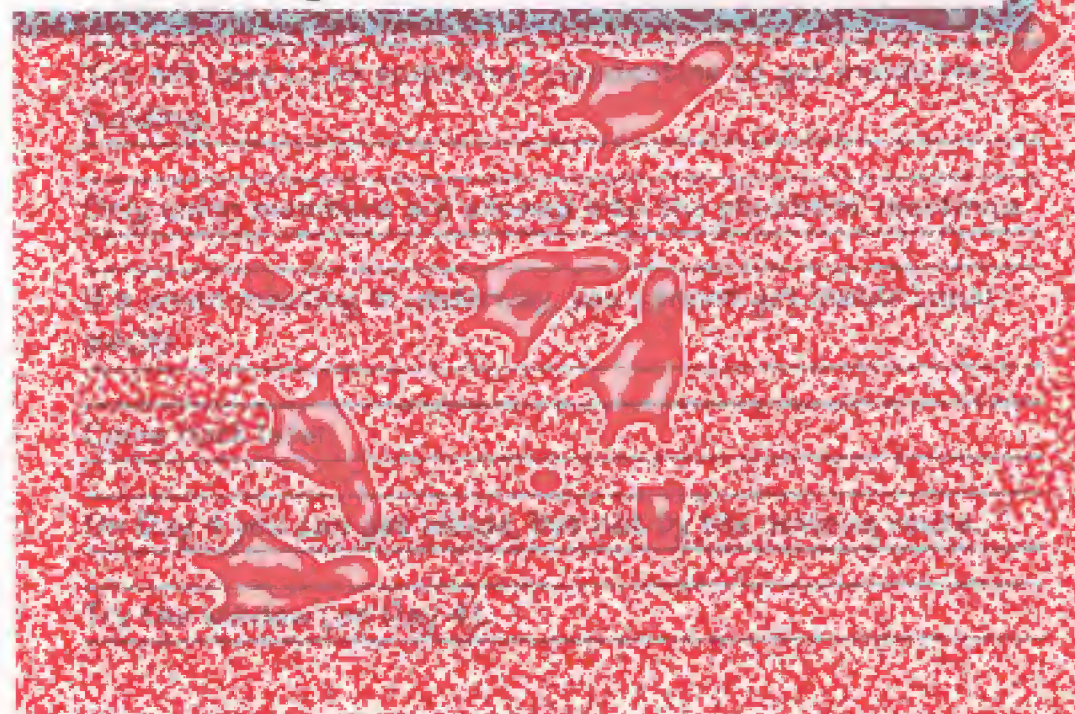
You need to figure out how to get back home.

I keep getting thrashed by the gang in West Frumpton on Day 3.



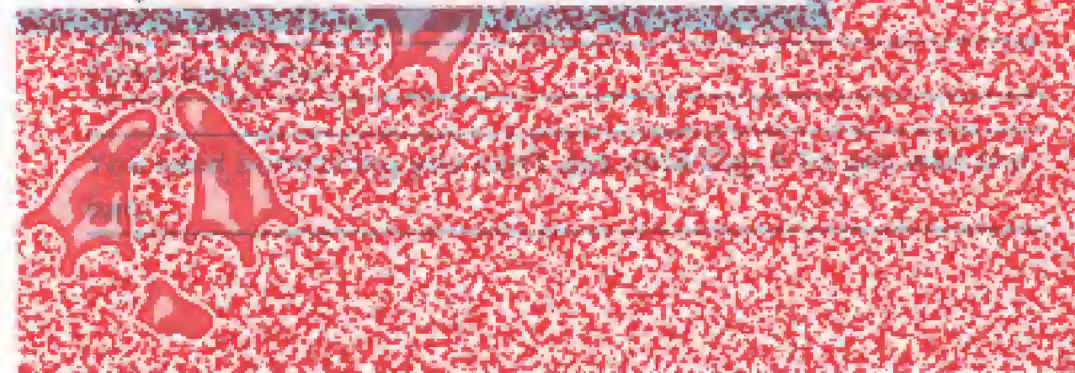
LOCAL #409 PLUMBERS' UNION

I can hear what Louis Stoolie is saying at the plumbers' rally, but the auditorium is so crowded that I can't get in!



GOLDEN BOWL BAR

Ray won't let me into the bar.



I keep getting thrashed by the gang in West Frumpton on Day 3.

They will get you if you don't figure something out before 7 p.m.

You can't take the ferry back to East Frumpton.

Maybe you should find a place to make a stand.

Go to the Golden Bowl and try to get in (see the hint section on the Golden Bowl). Keep trying until something happens.

After you slow them down at the Golden Bowl, make a break for the Tootsweet pavilion.

See anyone familiar at the Tootsweet pavilion?

They can help you out of your present dilemma — if you ask them properly.

Choose the "I. Help! Those guys are gonna clobber me!" dialog response.

LOCAL #409 PLUMBERS' UNION

I can hear what Louis Stoole is saying at the plumbers' rally, but the auditorium is so crowded that I can't get in!

You will have to be somewhat clandestine to get inside the building.

Only union members are allowed into the plumbers' meetings.

If a union meeting is underway, you cannot get inside Local #409.

Come back later.

On Day 4 you can get inside, but not by the obvious route.

Try the window (on Day 4).

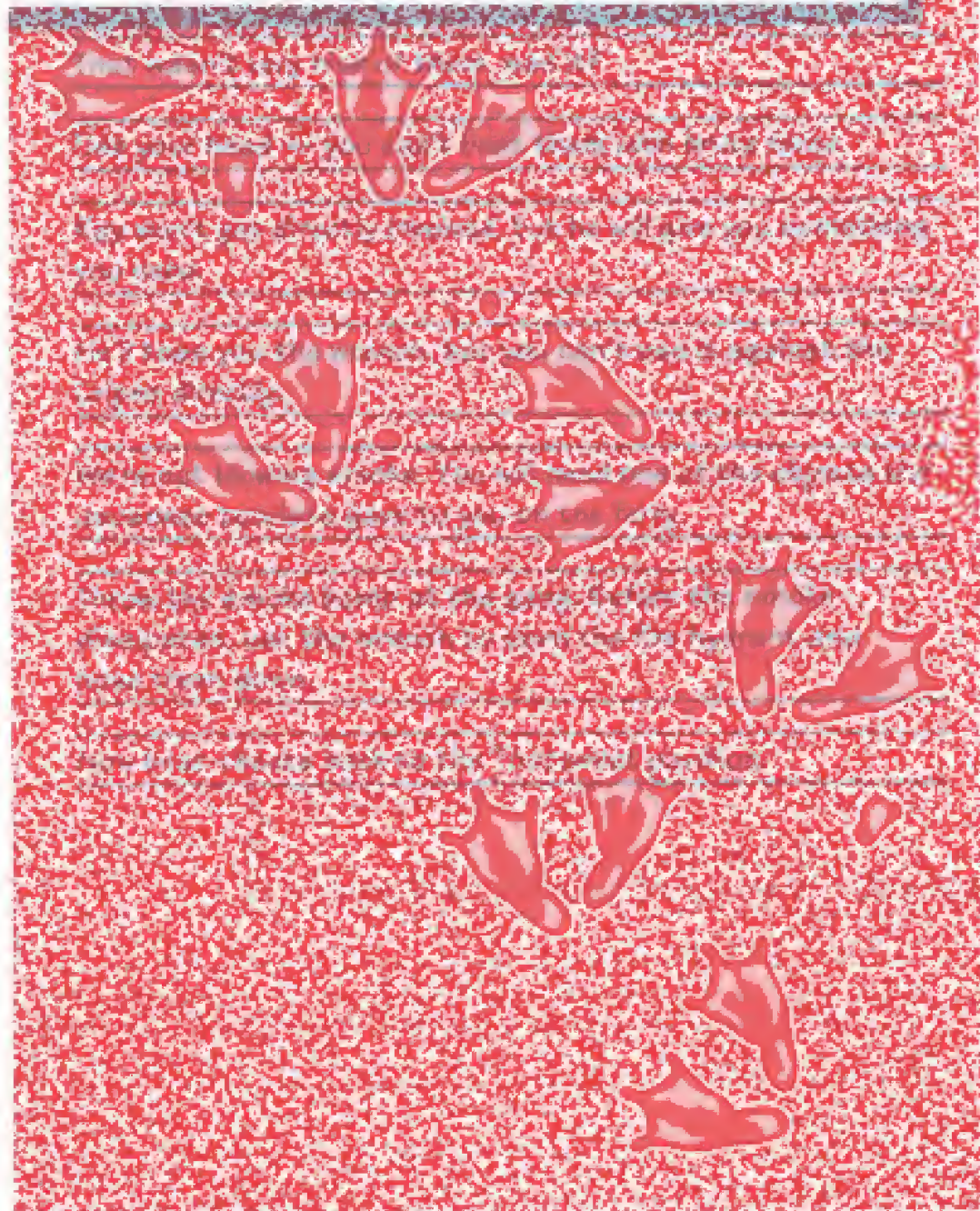
GOLDEN BOWL BAR

Ray won't let me into the bar.

Come back later.

You need something you can't get until Day 4 to get into the bar.

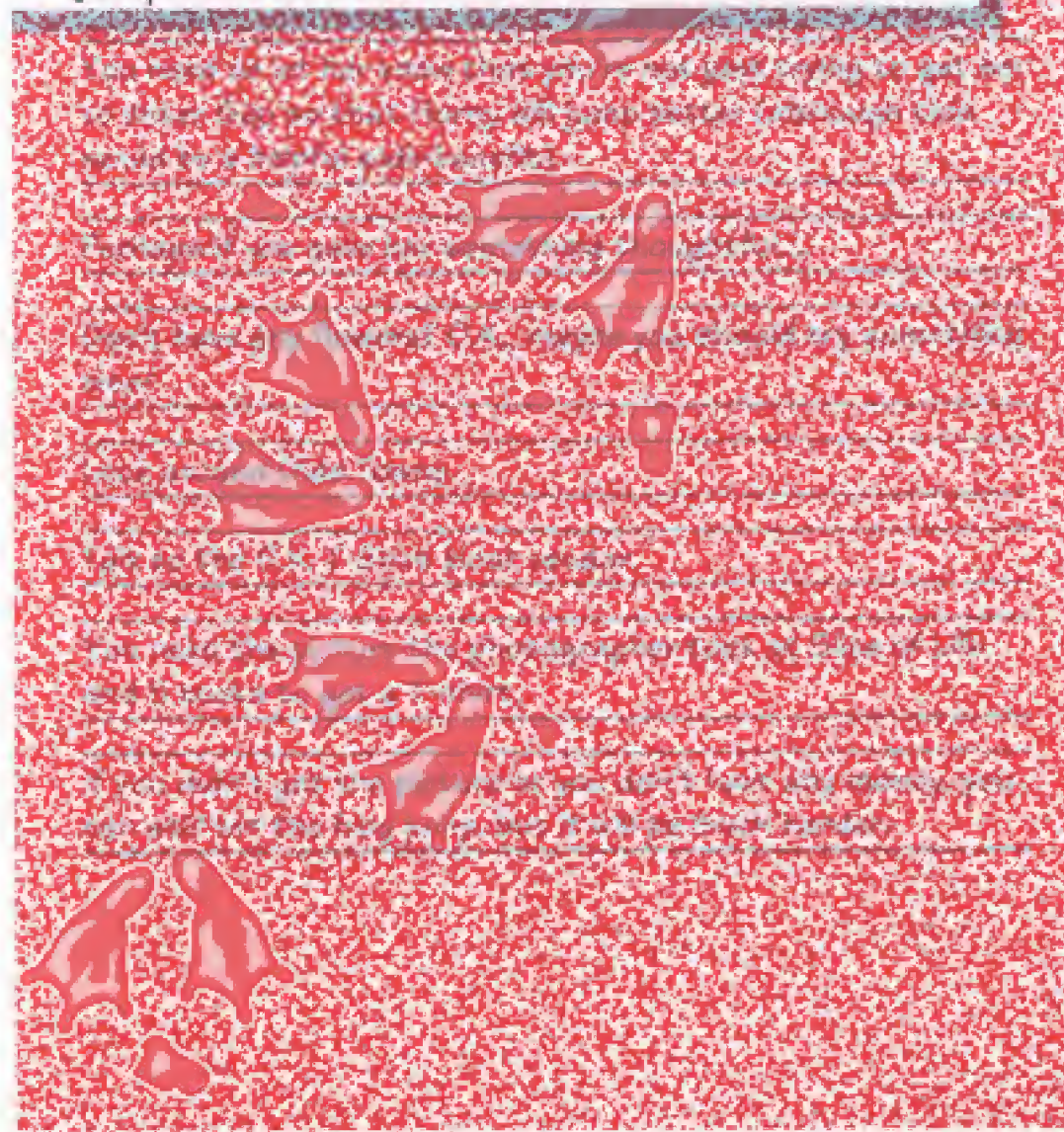
The Cripes beat the tar out of me in front of the Golden Bowl!



DAY FOUR

TREE FORT

How can I get Dana to enter Gigi in the the frog jump?



The Cripes beat the tar out of me in front of the Golden Bowl!

That wasn't very nice of them, was it?

Use your head — you can't beat them with brute force.

Ray won't get directly involved, but he will give you something you need.

He'll toss you the wrench, but you can't use it against the Cripes directly.

We're not blowing smoke. You will need one of the objects the Japanese tourists gave to you on the ferry.

Throw the smoke bomb at the gang. Before the smoke dissipates, use the wrench to open the fire hydrant and hose them down.

Now beat-checks back to the Tootsweet pavillion.

DAY FOUR

TREE FORT

How can I get Dana to enter Gigi in the the frog jump?

You need to let her know that you're not just trying to get her to enter Gigi so that Horny will jump better (although this would be a helpful side-benefit).

Perhaps if you gave her something thoughtful....

Don't have any flowers? O.K., maybe you should try something else?

Look around Olde Towne.

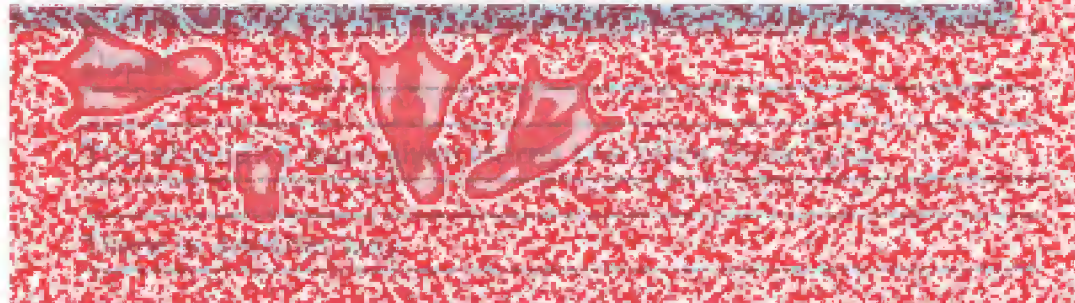
Talk to the O.K. T-Shirt kiosk vendor.

You need the picture the photographer took at Slice of Life and 5 bucks to get a T-shirt.

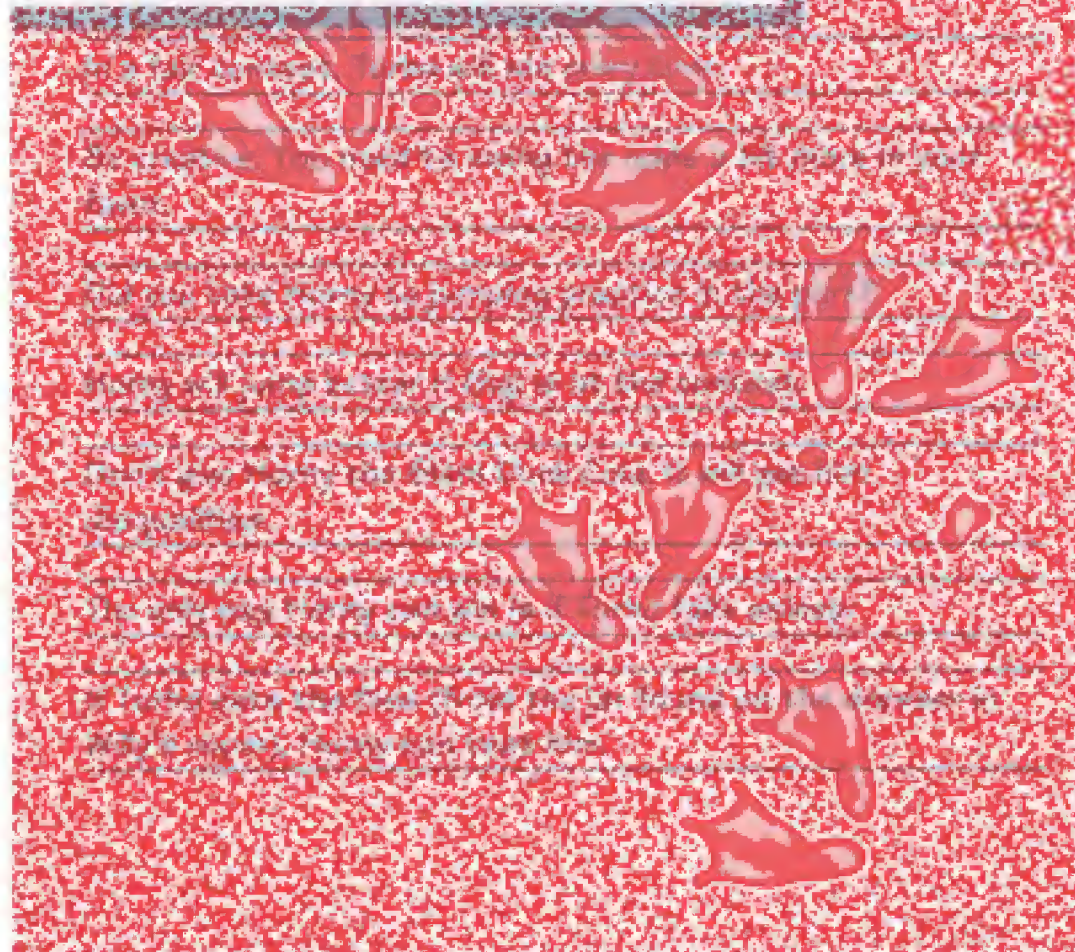
If you didn't get the picture or you don't have any money, you can still win the frog jump, but it will be much harder.

TOOTSWEET FROG JUMP CONTEST

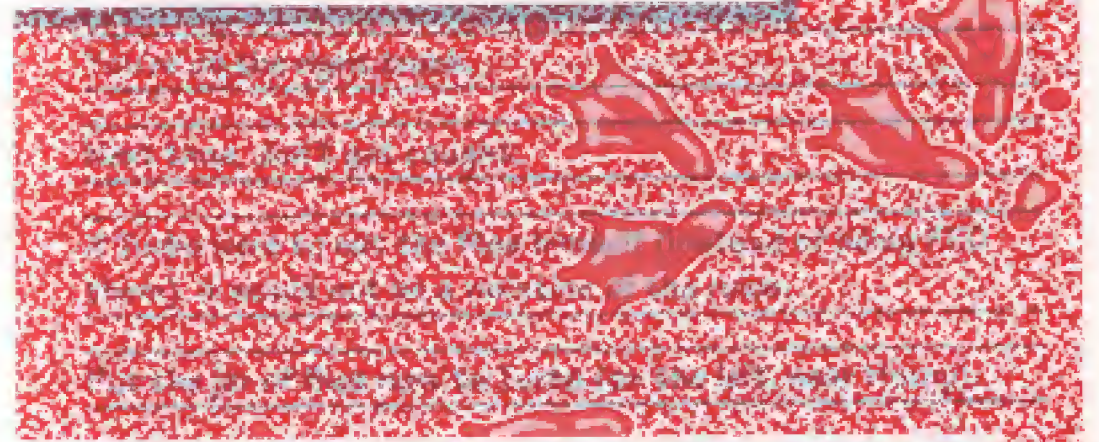
My frog got disqualified after drug testing.



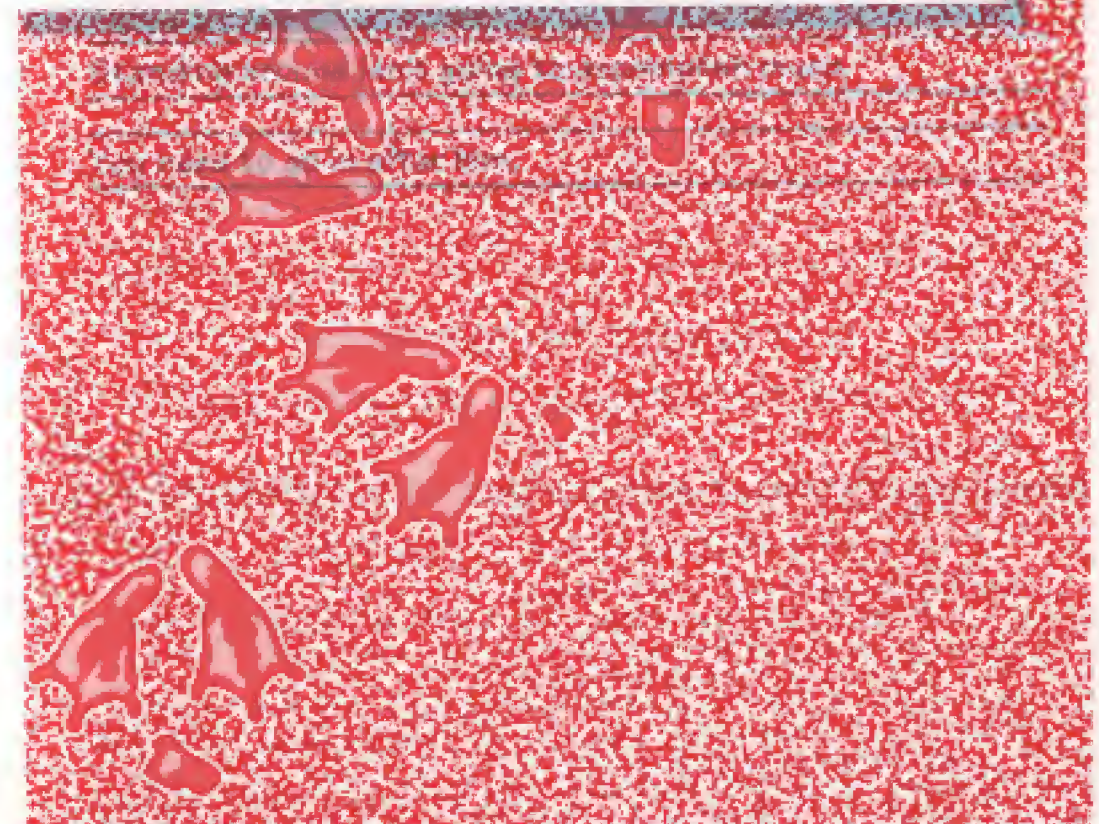
I can't beat Turbofrog in the contest.



I got in trouble for feeding Turbofrog.



Horny ran into the Tootsweet building after the contest. What should I do?



TOOTSWEET FROG JUMP CONTEST

My frog got disqualified after drug testing.

Oops!

You shouldn't have given Horny the Slam Dunk Cola.

There is another way.

I can't beat Turbofrog in the contest.

In a fair contest, Turbo will win every time.

Be creative. You need to swing the odds a bit more in your favor.

Did you take Horny to jumping practice in the park?

Horny will jump better if Gigi is at the contest.

Don't give Horny the Slam Dunk Cola. It will get him disqualified.

The only way Horny can win is if Turbo falls asleep.

If Turbo eats the flies (from the jar found on the dresser in Willy's room), Horny can beat him.

I got in trouble for feeding Turbofrog.

You're on the right track.

Next time, don't get caught.

If Turbo were to eat the flies himself (instead of being FED them), it would not be a violation of the rules.

Put the jar of flies next to Turbo (on the left, near Horny).

Horny ran into the Tootsweet building after the contest. What should I do?

Standing around isn't going to accomplish much.

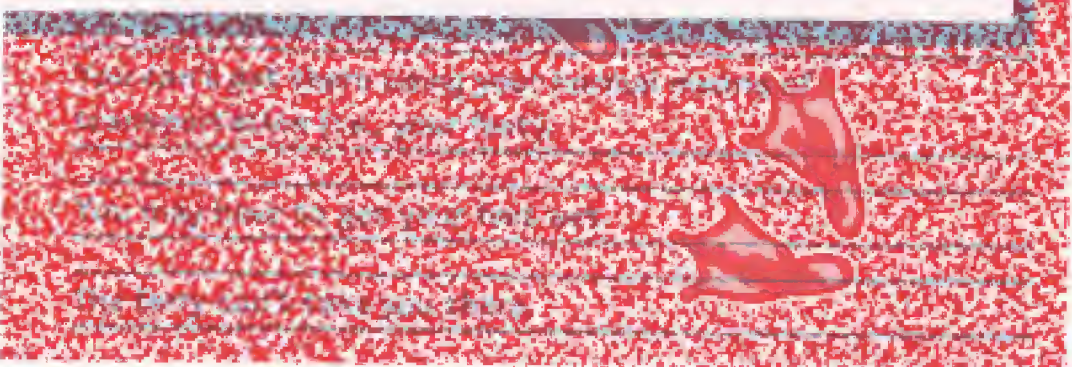
You need to go in after him.

I got nabbed by the security guard inside
Tootsweet and I can't get away!

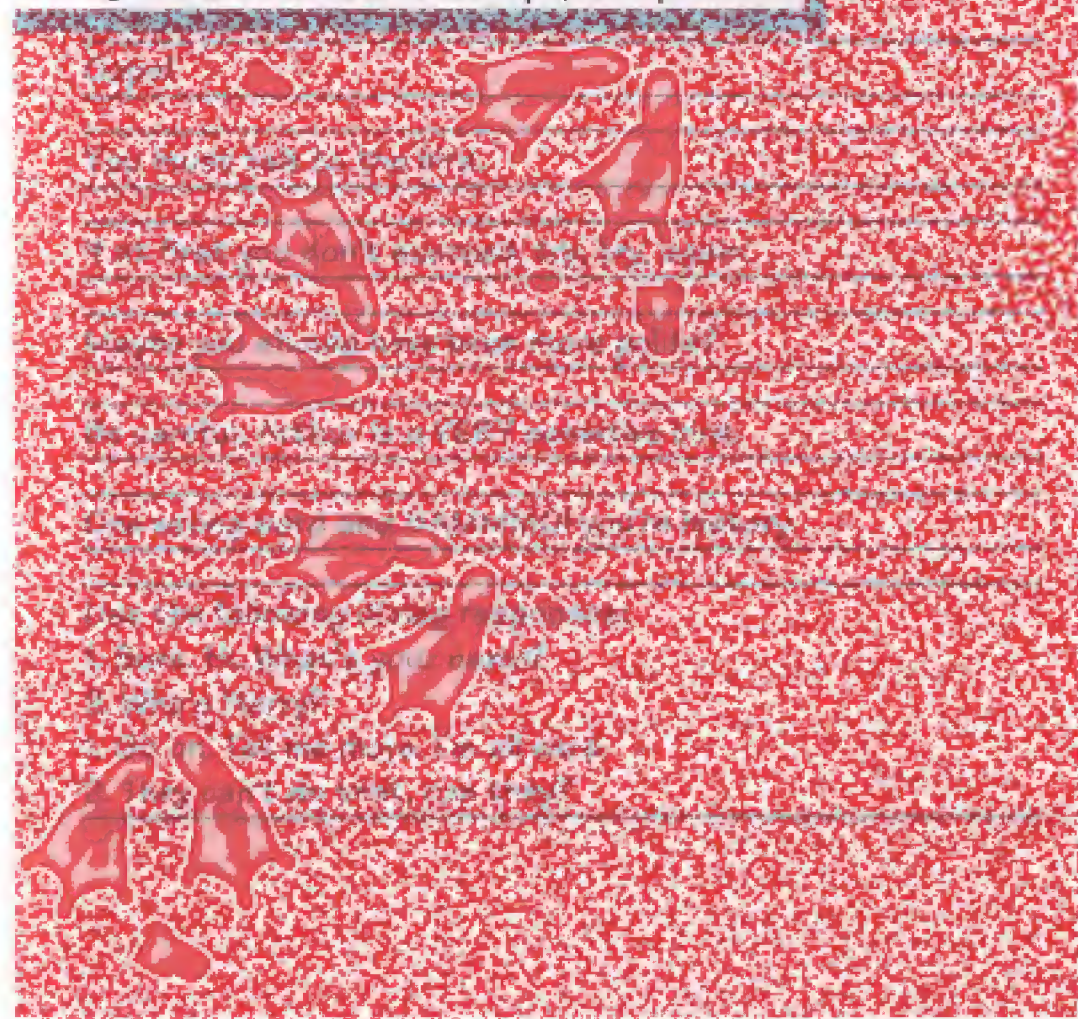


HUMPFORD MANSION

I can't seem to find a way to get over to the
mansion.



I got busted by a stool-pigeon parrot.



**I got nabbed by the security guard inside
Tootsweet and I can't get away!**

You need to try something pretty off-the-wall.

Two objects must be used to solve this puzzle.

Gee, I guess this puzzle is kind of a pain in the neck.

Ingenuity is the key to unlocking this puzzle.

You must put the GI Jim dogtags necklace and the Nintari
key together.

Use the key and the dogtags necklace (together) to
hypnotize the guard.

The correct hypnotic phrase can be found in Willy's Meed
notebooklet.

HUMPFORD MANSION

**I can't seem to find a way to get over to the
mansion.**

You can't get there using your normal means of
transportation (i.e., your feet).

You may have to get your feet wet.

The ferry can't take you there.

You will need Horny's help to get there.

If Horny wins the frog jump (or comes in second), you will get
a helpful prize.

The only way to get to the mansion is by using the jet-ski you
win at the Tootsweet Frog Jump.

I got busted by a stool-pigeon parrot.

Oops!

You must talk to the bird.

If at first you don't succeed, try, try, again.

Maybe you should have been more polite?

Be careful, Arthur is a VERY sensitive bird.

One wrong word and BAMMMO! you're history.

Use the following dialog responses:

1. Sure. Hi. What's your name?

2. Who's Harry?

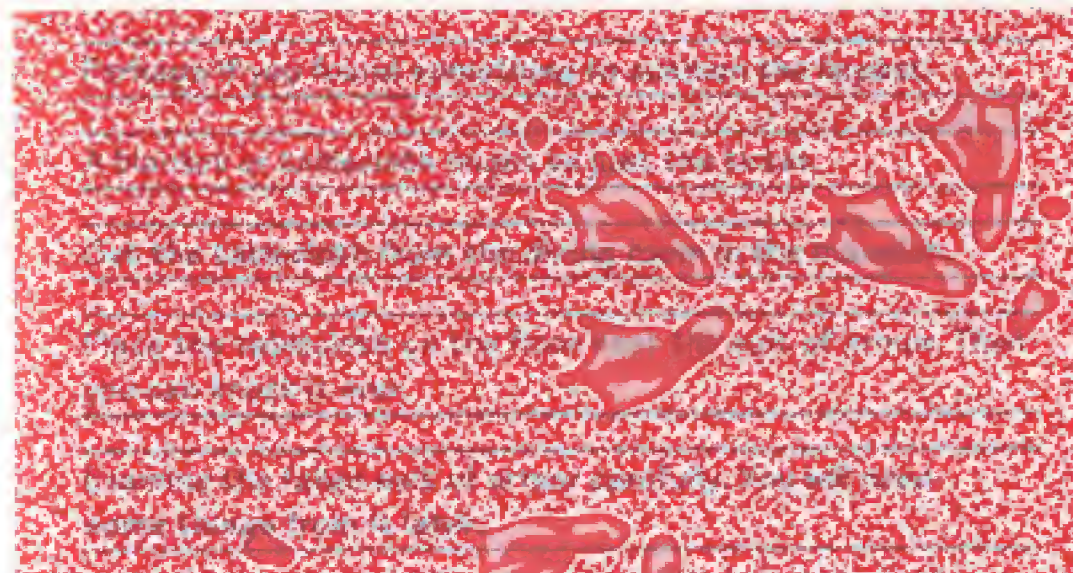
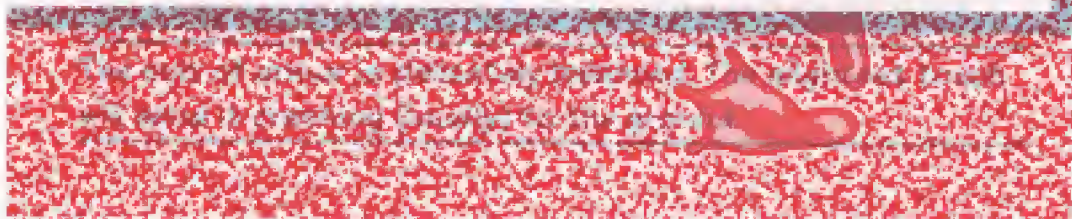
1. Go on. Tell me more. I'm all ears.

2. They can't do that, can they?

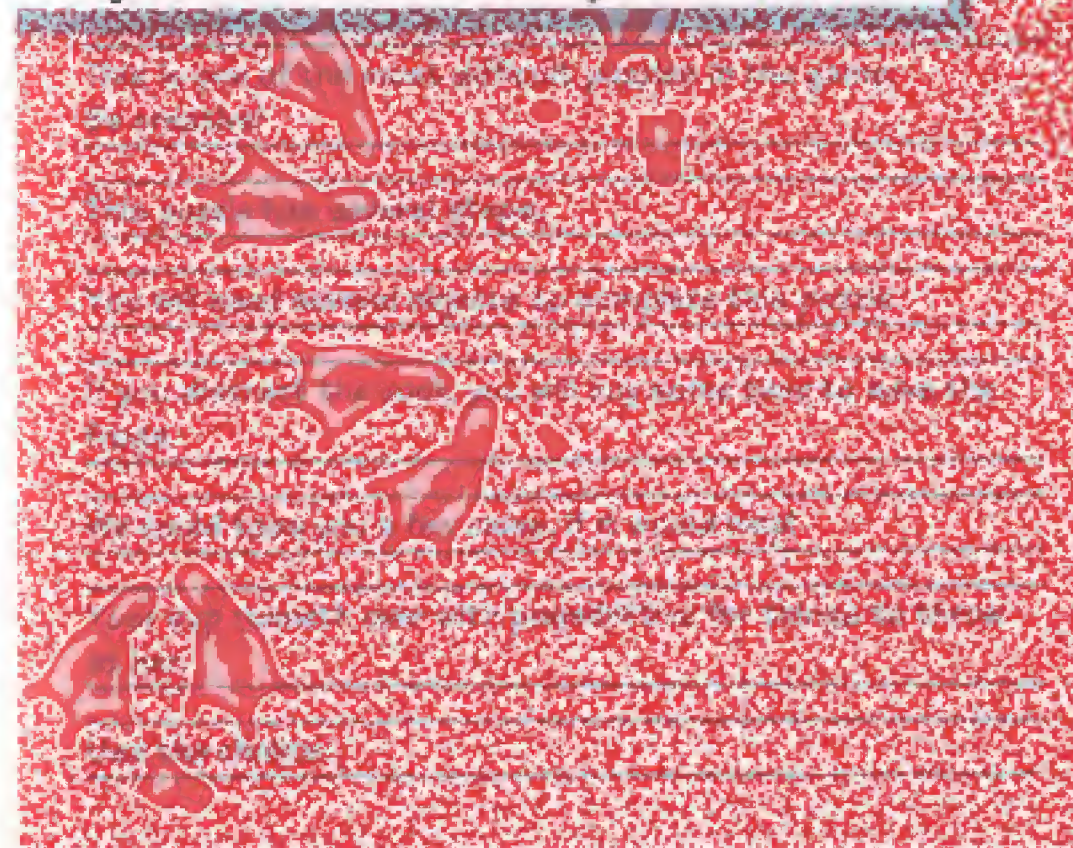
Gadzooks! I got tanked by Leona and Louis in the dining room.



I knocked over the armor and caused such a clatter that Leona and Louis came to see what was the matter!



I got toasted as soon as I got to the kitchen.



Gadzooks! I got tanked by Leona and Louis in the dining room.

You don't actually need to go into the Big Game Room to hear what Leona and Louis are saying.

All you need to do is take a closer LOOK.

Don't spend a lot of time dillydallying in the dining room, or anywhere else, for that matter.

Don't be greedy.

If you take the dome AND the chalice from the dining room, you will get busted.

You don't need the dome from the dining room.

You do need to take something else from there, though.

At some point this will be unavoidable. If you figure the other puzzles out, you will be able to get away once you're thrown in.

I knocked over the armor and caused such a clatter that Leona and Louis came to see what was the matter!

The suit of armor is delicately balanced. The slightest touch will send it crashing (loudly) to the ground.

Perhaps if you found something to cushion the impact.

A blanket or tablecloth might be just the ticket.

Get the tablecloth from the dining room in the mansion.

Place the tablecloth on the floor near the suit of armor. Then you can knock it over.

Examine the fallen suit of armor carefully. You will need some things from it later.

I got toasted as soon as I got to the kitchen.

This is one of the most difficult puzzles in the game. Be creative!

This puzzle has several steps.

You will need several objects to complete this puzzle.

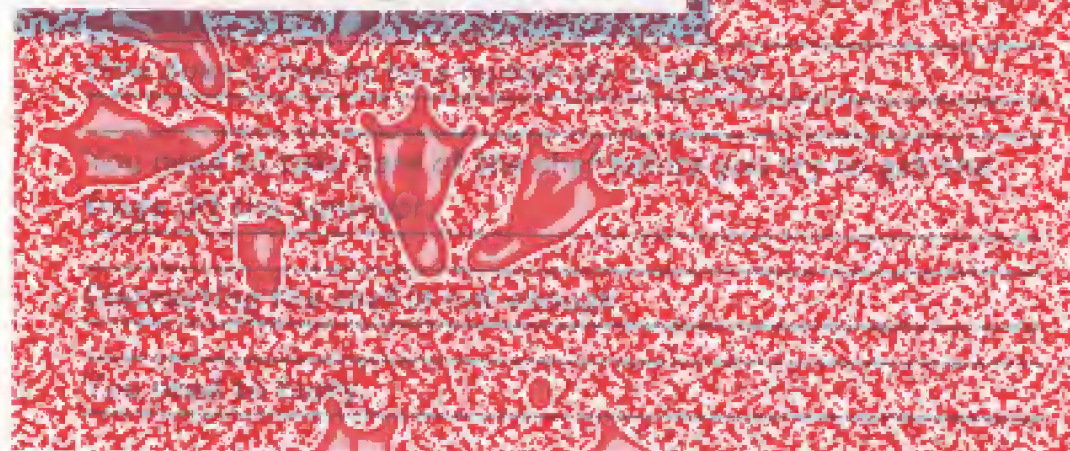
If you distract the cook, you will buy some time to save the frogs.

We could toss you a few clues, if it would help!

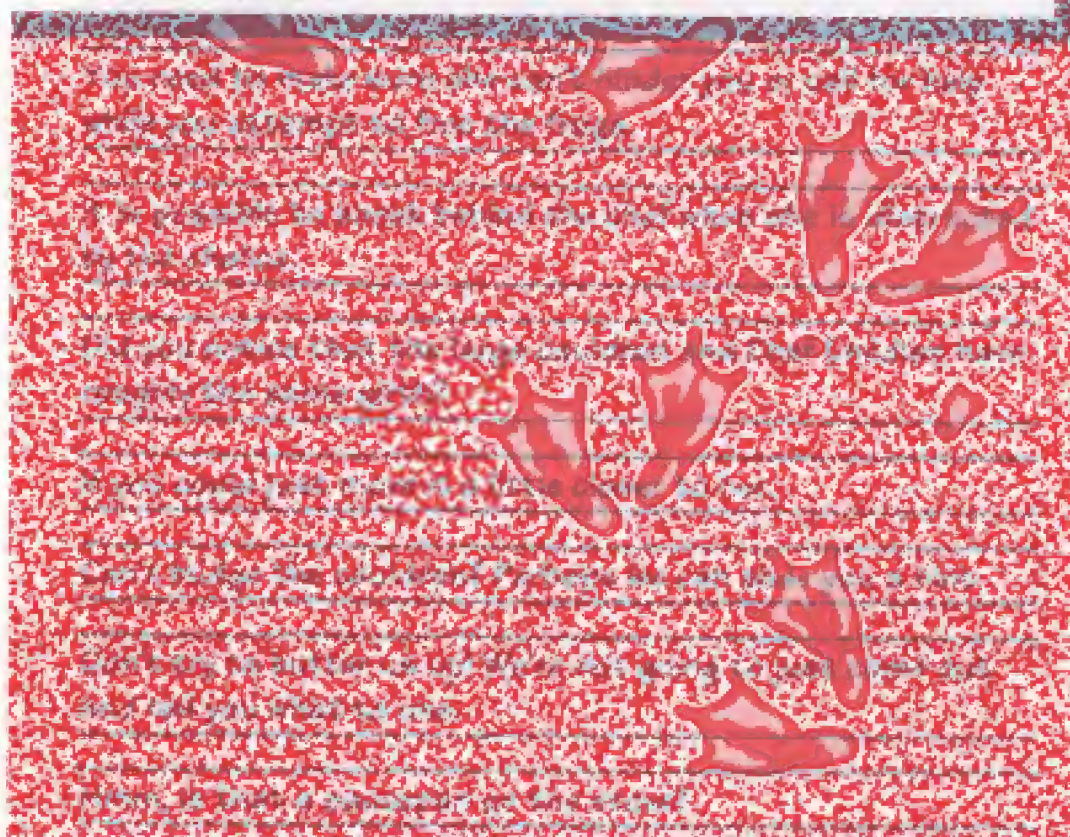
Your cup runneth over with possibilities for things to throw at her.

Use the chalice.

I got skewered by Chef Childish.



I distracted the chef but my goose was still cooked in the kitchen.



I think I have the pot licked, now what?



I got skewered by Chef Childish.

How does it feel to be a human pin cushion?

You need to take care of the chef before you try to get the frogs off the conveyor.

Distracting the chef is not enough.

You need to hurry.

I distracted the chef but my goose was still cooked in the kitchen.

You need to make sure she can't hinder you or call for help while you attempt to free the frogs.

It is possible to sneak behind the chef when she is distracted by the chalice.

Did you notice that the large cauldron and Chef Childish have roughly the same girth?

If you could just move it a little closer to her.

Can't budge the cauldron? Perhaps we can slide you a hint.

Don't try to butter us up! We're not going to just come out and tell you what to use.

Hmm, is that a saucepan on the stove?

Dump the butter from the saucepan onto the floor behind Chef Childish. Then scoot the large pot closer to her.

I think I have the pot licked, now what?

You need to find a way to trip up Chef Childish.

May we convey a tip to you?

After you have positioned the pot directly behind Chef Childish, go back to the kitchen entryway and jump on the conveyor.

I restrained Chef Childish, but she screamed and I got nabbed by Leona and Louis.



LOCAL #409 PLUMBERS' UNION
Louis Stooles caught me snooping in his office!



I restrained Chef Childish, but she screamed and I got nabbed by Leona and Louis.

A way must be found to prevent Leona and Louis from hearing her scream.

An object from somewhere else in the mansion is required here. Use your head.

You need to find a way to get Chef Childish to "can it."

An appropriate piece of headgear would come in handy.

Stuff her head in the helmet from the suit of armor in the entryway.

Turn off the conveyor and release the frogs.

Leave the room quickly. If you are caught inside the kitchen, you will lose.

LOCAL #409 PLUMBERS' UNION

Louis Stooles caught me snooping in his office!

You need to get in and out of there quickly.

There is not enough time to get what you need before Louis breaks down the door.

Defensive measures must be taken to get past Louis.

The "plumber's friend" could be Louis Stooles's worst enemy.

Throw the plunger at Louis Stooles's face.

Take the security pass on his desk.

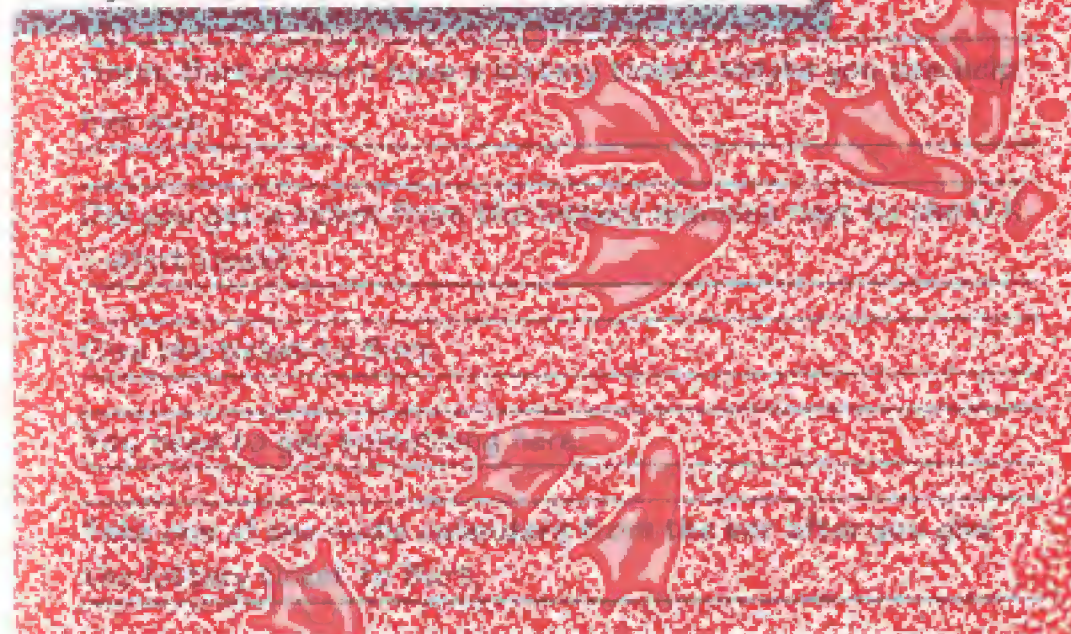
Hurry! You don't have much time before Louis frees himself.

GOLDEN BOWL BAR

No matter what I do, Ray just won't let me in the Bar.

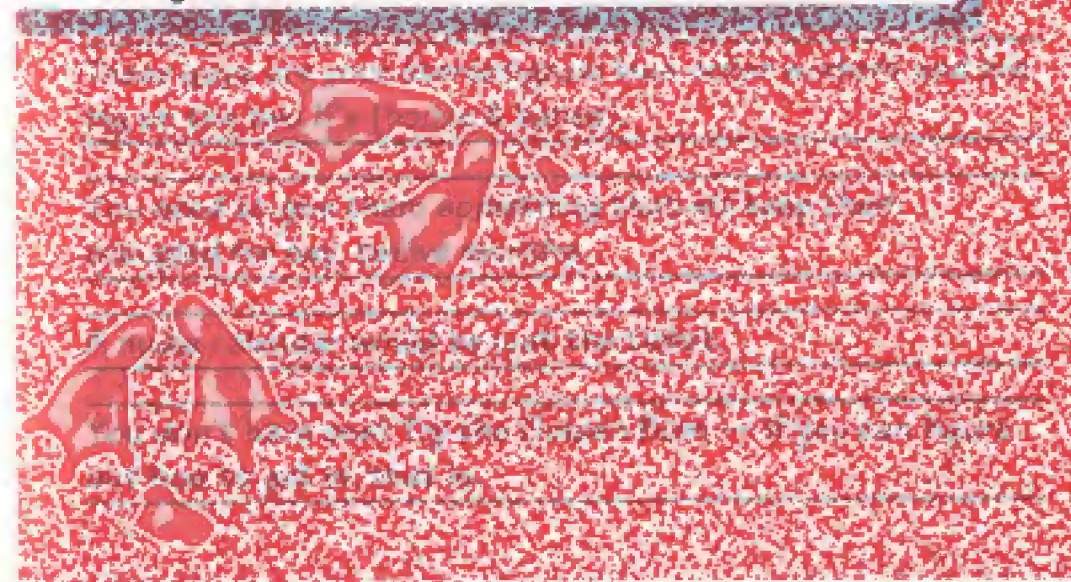


I got into the Golden Bowl, now what?



HUMPFORD SLUDGE WORKS

I can't cross the plumbers' picket lines at the Sludge Works.



GOLDEN BOWL BAR

No matter what I do, Ray just won't let me in the Bar.

You need to find a way to distract him.

This can't be done from the Golden Bowl.

Did you notice the phone booth outside the Plumbers' Union?

Maybe you could drop him a line.

You need to use something you got after the frog jump.

Ray is BIG on astrology.

The radio/tape recorder from the jet-ski will come in handy here.

Put the phone on top of the radio. Dial 432-SIGN (7446) and record the astrology conversation with Alyssa.

Call the Golden Bowl and ask for Ray. Then put the phone on top of the radio/tape recorder and play the recording for him.

I got into the Golden Bowl, now what?

Hmm. Burt doesn't have a lottery ticket. Maybe you can help him out.

Did you get a ticket from the lottery machine next to the O.K. T-shirt kiosk?

Give the ticket to Burt.

You need to get something here.

Take one of the nudie calendars from the bar after you give the lottery ticket to Burt.

HUMPFORD SLUDGE WORKS

I can't cross the plumbers' picket lines at the Sludge Works.

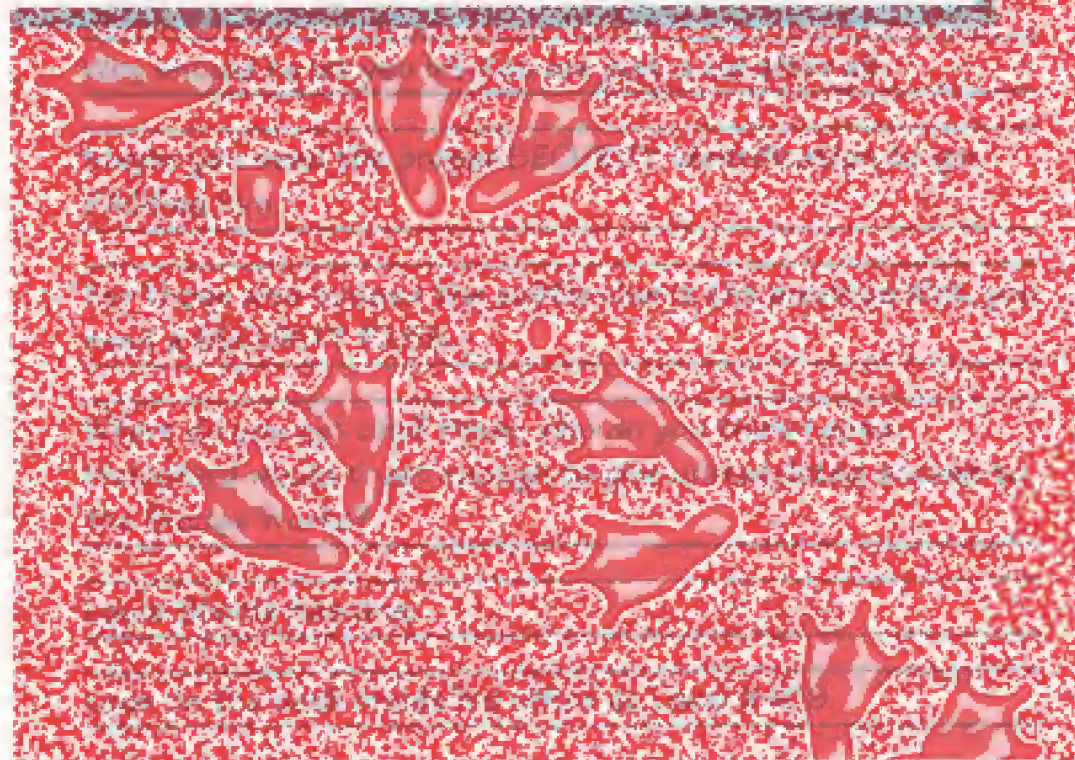
These guys are your stereotypical blue-collar workers and are big on the two B's (booze & babes).

You need to give them something that will keep them occupied for say, twelve months.

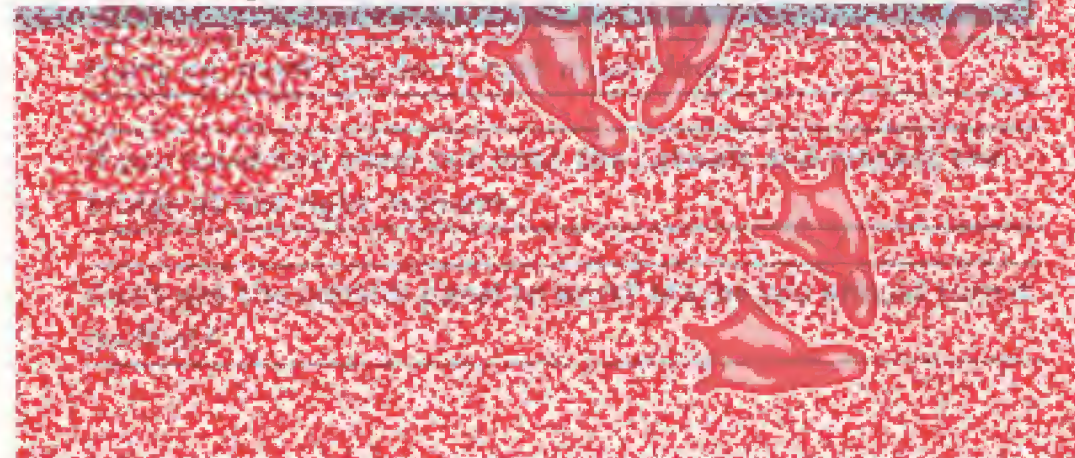
A nudie calendar would be just the ticket.

You don't have one? Try the Golden Bowl — if you can figure out how to get in, that is.

I got past the plumbers, but the security guard won't let me in because I'm just a kid.



I got tossed into the muck by Frank & Frankie at the Sludge Reservoir.



I got past the plumbers, but the security guard won't let me in because I'm just a kid.

Why should he let you in? You are just a kid after all.

Maybe you need the proper SECURITY identification to get PASSEd him.

For those who missed the subtle clue in the previous hint, you need a SECURITY PASS.

Where do you get one? Hmm, who do you think Leona Humpford would trust enough to give unrestricted access to the Sludge Works?

Louis Stoolie has one.

Look on the desk inside his office at Local #409.

I got tossed into the muck by Frank & Frankie at the Sludge Reservoir.

Hurry up, man! You don't have much time!

If you could lure them out onto the catwalk and retract the bridge at the right moment....

Can't get the control panel to work? Maybe you should turn it on first?

Notice the odd-colored buttons on the right-hand side of the control panel?

If you enter the correct code it will activate the control lever.

Did you get the map of the Sludge Works from inside the suit of armor at Humpford Mansion? You'll need it!

The buttons are colored mauve, chartreuse and burnt sienna (in descending order).

The correct sequence is listed on the margin of the map.

Enter the four-part code from the map (the little light above the lever will turn green). Wait until the guards start to cross the bridge, then throw the lever to the left.

I bought the farm in the Duct Control Center.



Stanley got the better of me in the Tub-Tray Tram room.



I bought the farm in the Duct Control Center.

Once again, time is of the essence.

You need to do something about the guards before you can leave this room.

Did you notice the code the guards entered before you were manufactured into a bag of Tootsweet?

Try spelling other words on the control panel.

The map of the Sludge Works (from the suit of armor in Humpford Mansion) can help you a great deal here.

There are two code sequences you need to enter.

Type AIR and then wait for the guards to appear. Then hit ENTER on the control panel. The guards will be knocked off the catwalk.

Next, type TRAM and press ENTER. You need to hurry — there are more guards on the way!

Typing RAFT will send you to the river. Typing FART will vent noxious fumes.

Stanley got the better of me in the Tub-Tray Tram room.

You need to take him out — permanently.

A direct assault won't work.

Try giving Stanley a taste of his own medicine.

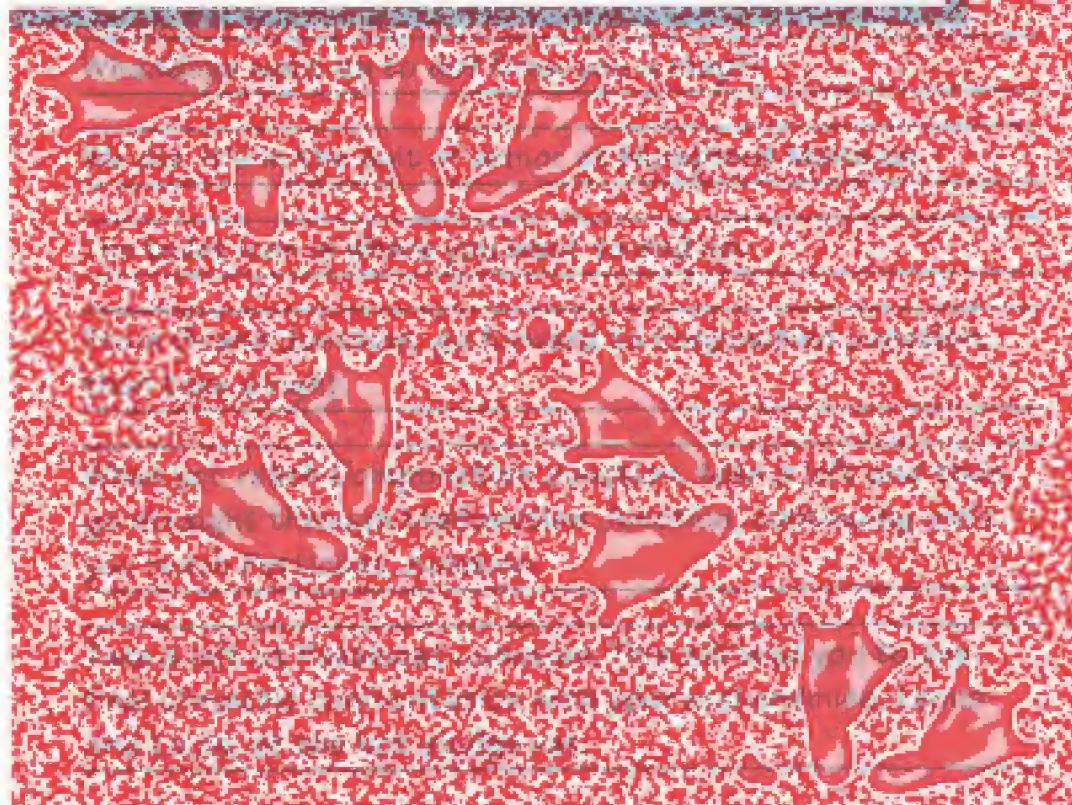
Don't forget to duck!

When Stanley throws his hat at you, pick it up and throw it back. Make sure the targeting crosshair is on him before you throw. Don't run back to the center of the tram-walk until you knock him out.

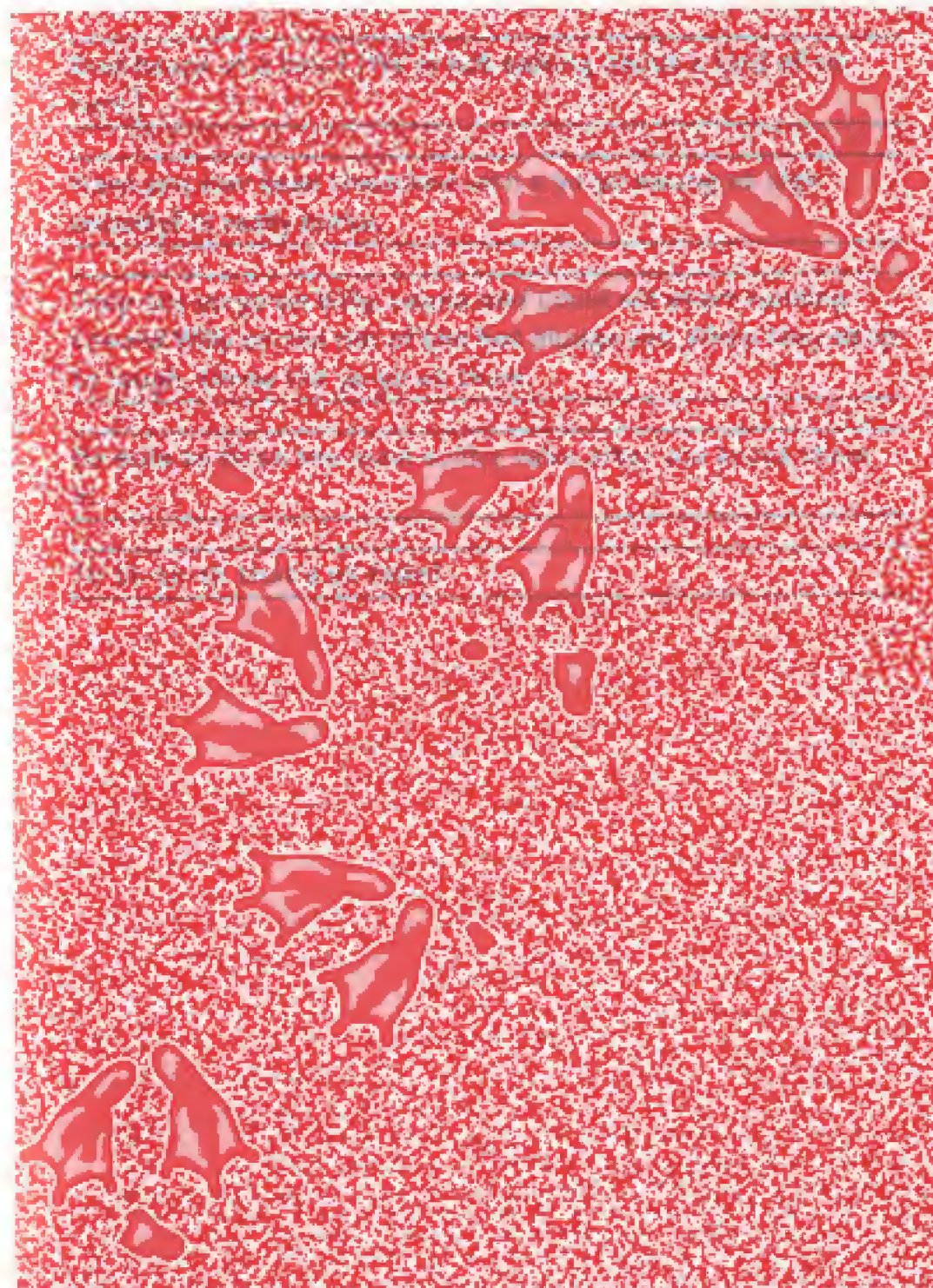
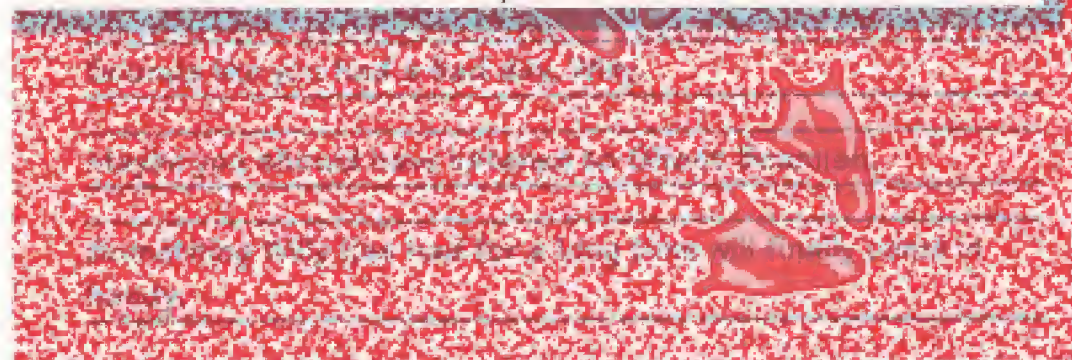
Wait until Stanley gets "plunged" then jump onto the other piston while it is extended.

Hop on the tram and you're outta there.

I'm dazed and confused in the Tub-Tray Tram
tunnels.



I died, Frumpton got sludged, Humpford World was
built where my home used to stand and the evil
Leona and Louis triumphed over good.



I'm dazed and confused in the Tub-Tray Tram tunnels.

Whaddaya want us to do? Draw you a map?

We did. It's in the suit of armor at Humpford Mansion.

The toilet icon is where you want to end up.

From Grand Junction, go forward to Conjunction Junction, then take a right.

When you reach Compunction Junction, take a left and then go straight through Malfunction Junction, continuing until you reach Petticoat Junction.

Take a left at Petticoat Junction. This will lead you to the final climactic confrontation with your archenemies, Leona and Louis, at the hot sludge vat.

I died, Frumpton got sludged, Humpford World was built where my home used to stand and the evil Leona and Louis triumphed over good.

Sounds like you had a bad day, Willy.

Maybe you should have listened to Ghost Beamish.

Something Willy has had for a long time will finally come in handy.

Ever heard of a bolo? (We're not talking about a kind of tie here.)

Have you ever been thwacked with a yo-yo swung at high velocity? It really hurts.

Drop the yo-yo on Willy. Leona and Louis will start running toward Willy on the rim of the hot sludge vat. When they stop to laugh, throw the yo-yo at them.

Be sure to flush the main colitis valve after you knock them in.

Th-th-th-th that's all folks!

OBJECTS

Object Where Found Where Used



Object

Where Found

Where Used



OBJECTS

Object	Where Found	Where Used
BASEBALL CARD	Treefort	Olde Towne: Ferry to West Frumpton
BLUEPRINTS	Suit of armor in Humpford Mansion	Humpford Sludge Works
CALENDAR	Golden Bowl Bar	Entrance to Humpford Sludge Works
CHAIN AND KEY	Created from dog tags chain, and Nintari Key	Tootsweet Security
CHALICE	Humpford Mansion dining room	Humpford Mansion kitchen
COMIC BOOK	Tree fort	Slice of Life Pizzeria bathroom
CONDITIONER	Bathroom cupboard	(Beamish House) bathroom
DIARY	Tiffany's bedroom	Tiffany's bedroom, or Beamish bathroom, or Tree Fort
DOG TAGS CHAIN	Willy's inventory	Not used by itself

Object	Where Found	Where Used
ENTRY BLANK	Tootsweet Pavillion, Day 3.	Frog Jump, Day 4
FERRY TOKEN	Olde Towne Fountain	Olde Towne Ferry
FRICK'S HAIR	Willy's inventory	Frick's office
GAMEBUDDY	Willy's Inventory	Carbuncle school Boys' room
HAIRSPRAY	Beamish bathroom	Beamish house - slows down bat
HALL PASS	Made by combining a crayon and the block of wood from Willy's desk	Carbuncle hallway
HELMET	Suit of armor in Humpford Mansion	Mansion kitchen
HORNY	Willy's inventory	Ms. Glass' class, Park, Beamish bathroom, Frog Jump
JAR OF FIRE ANTS	Tree Fort, Day 3	If used at Tootsweet Security Willy is sent to court.

Object

Where Found

Where Used



Object

Where Found

Where Used



Object	Where Found	Where Used
JAR WITH FLIES	On the dresser in Willy's room	Sloeffer Park, Tootsweet Frog Jump.
JET-SKI RADIO	Jet-ski	Phone booth outside Plumbers' Union
LOTTERY TICKET	Machine next to OK T-shirt Kiosk in Olde Towne	Inside Golden Bowl Bar
MAIL	Mail slot of Beamish Home	If Willy takes this he can get in trouble
MONEY	Earned by mowing the lawn and washing the Grange Rover	\$1 used to buy Slam Dunk Cola in the Park, \$5 to buy a T-shirt in Olde Towne
MONKEY WRENCH	Outside Golden Bowl -given by Ray	Used (after the smoke bomb is thrown) to open the fire hydrant
MOUSE	Brianna's room	Beamish living room-bat bait

Object	Where Found	Where Used
NINJA STAR	Japanese tourists	If Willy tries to throw it at the Cripes gang they will beat him up
NINTARI KEY	Beamish bathroom or Tiffany's room	Willy's room
NO SMOKING SIGN	Slice of Life restroom	Thrown in garbage can or backpack
PAN	On stove in Mansion kitchen	In kitchen to dump melted butter behind the cook.
PHOTO OF KIDS	Slice of Life Pizzeria	OK T-shirt kiosk in Olde Towne
PLUNGER	Louis Stool's office in the Plumbers' Union	Used to "plunge" Louis Stool's face
RED CRAYON	Willy's desk	Used to fabricate a hall pass
SECURITY CARD	Louis Stool's desk	Humpford Sludge Works entrance

Object

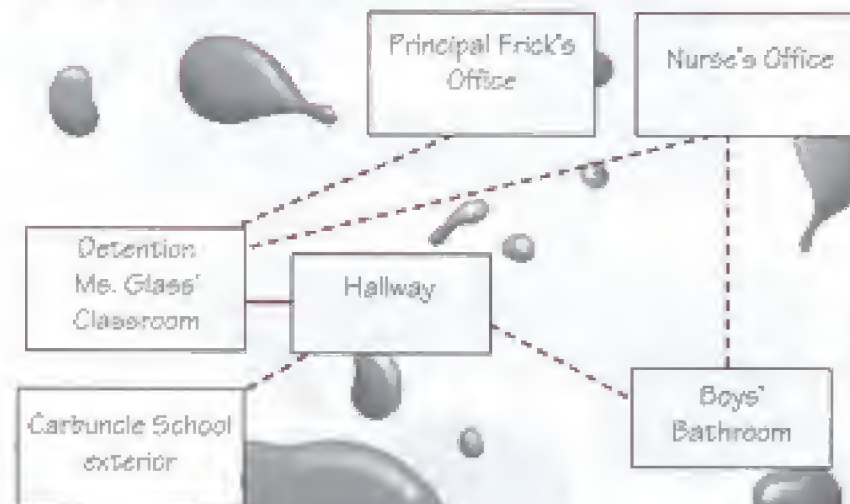
Where Found

Where Used

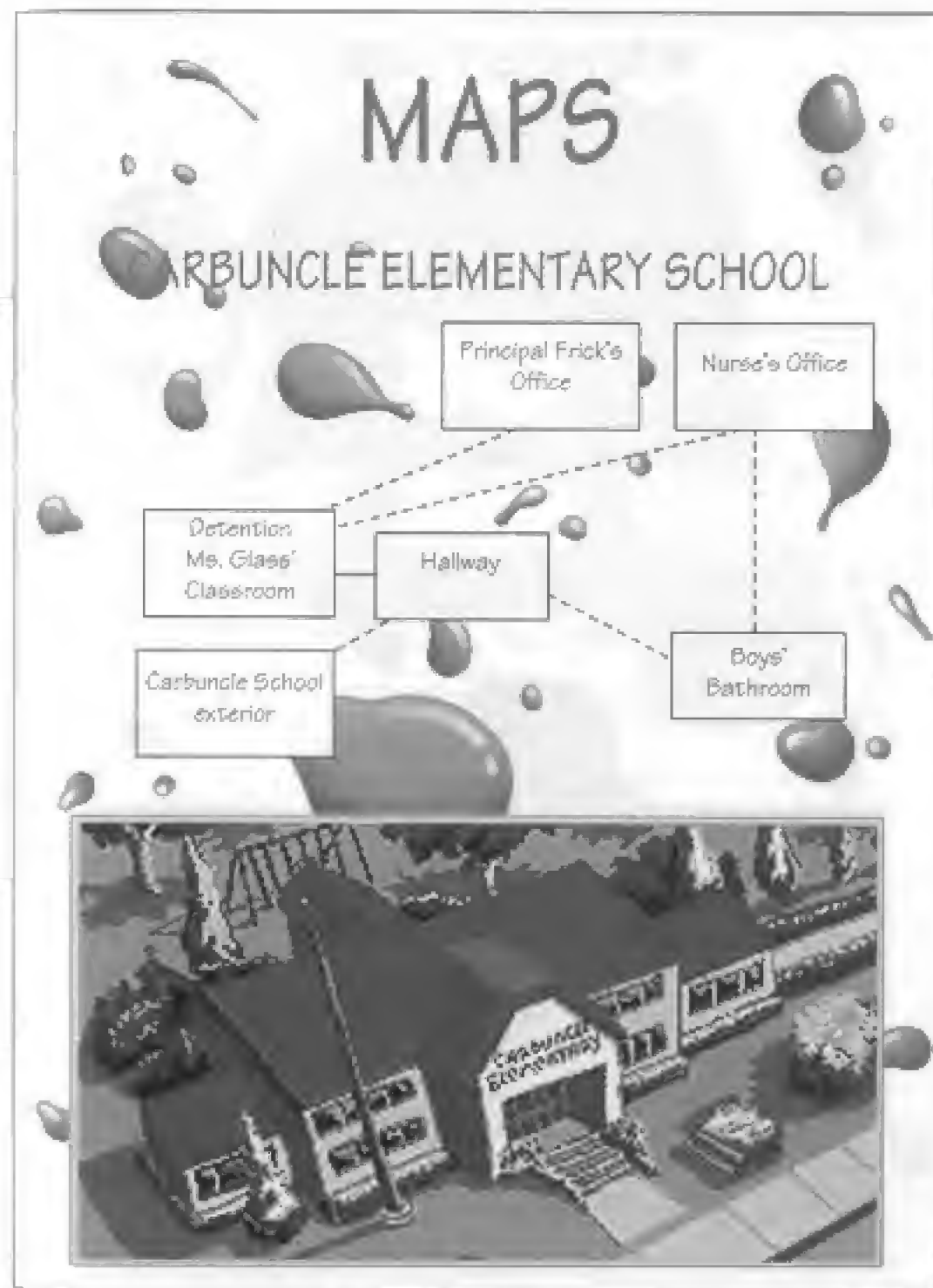


MAPS

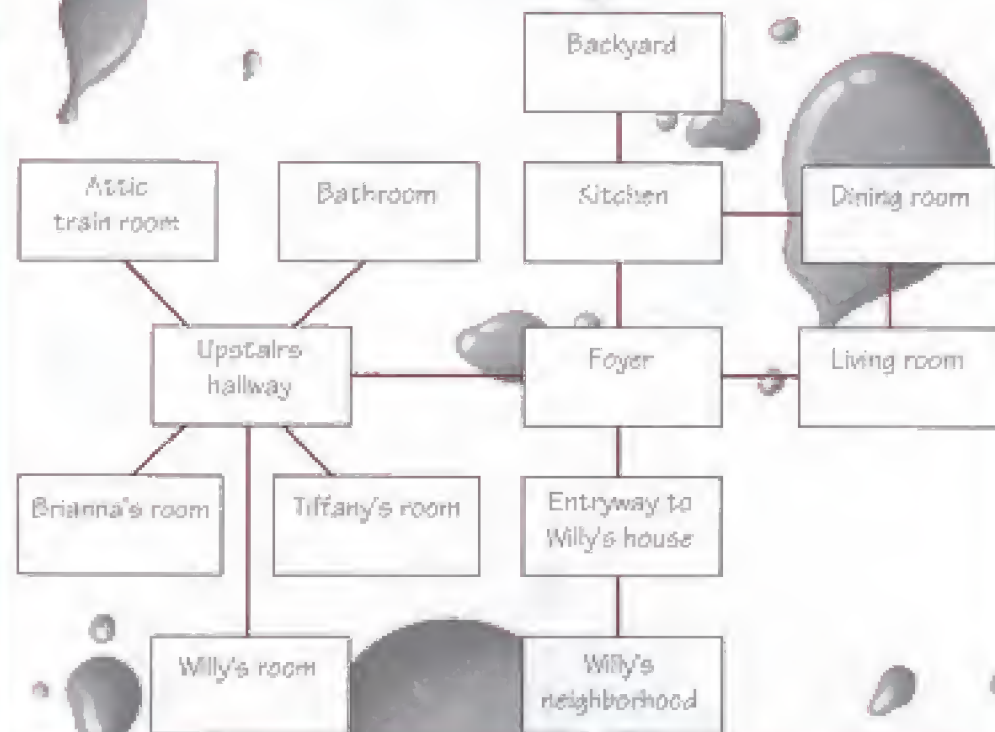
CARBUNCLE ELEMENTARY SCHOOL



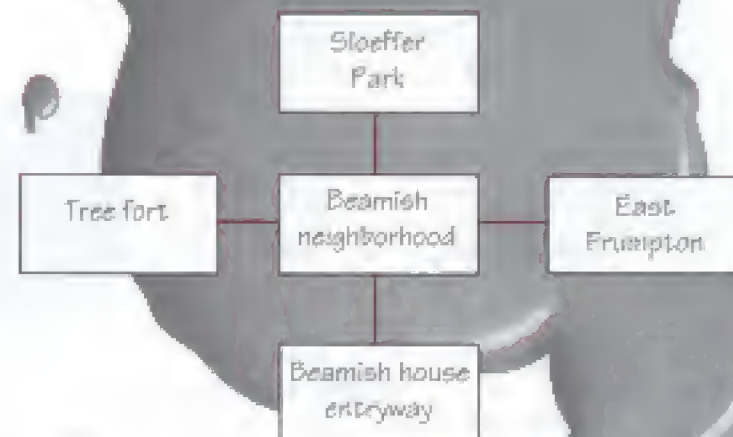
Object	Where Found	Where Used
SLAM DUNK COLA	Purchased from vendor in Sloeff Park	Sloeff Park. If used at frog jump, Horny will be disqualified
SMOKE BOMB	Japanese tourists	Outside Golden Bowl bar to confuse the Cripes Gang
T-SHIRT	OK T-shirt Kiosk	Given to Dana in the tree fort to get her to enter Giga
TABLE CLOTH	Humpford Mansion Dining Room	Humpford Mansion foyer to cushion the fall of the suit of armor
WHITE GRAYON	Willy's desk	Used to fabricate a hall pass with block of wood
WOOD	Willy's desk	Used with crayon to fabricate a hall pass
YOYO	Willy's inventory	Hot Sludge Vat - to peg Leona and Louis



BEAMISH HOUSE



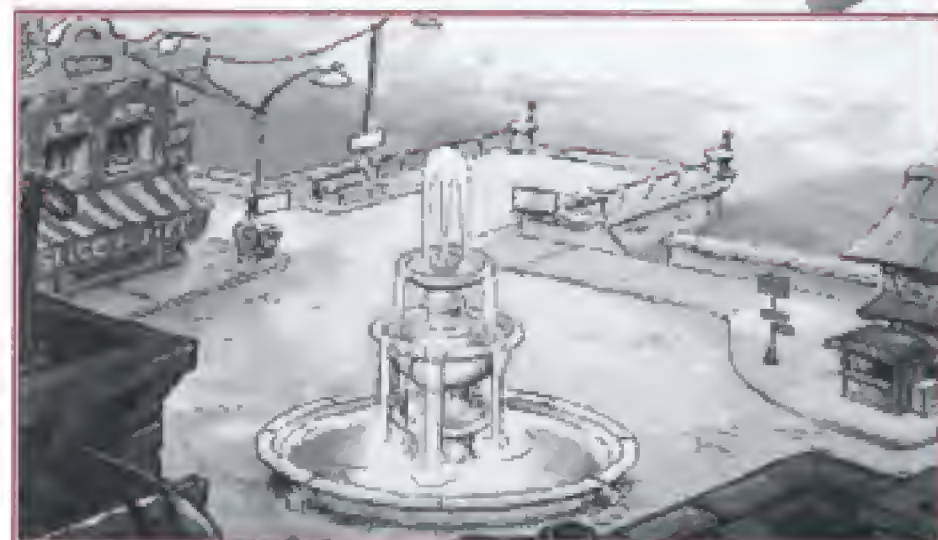
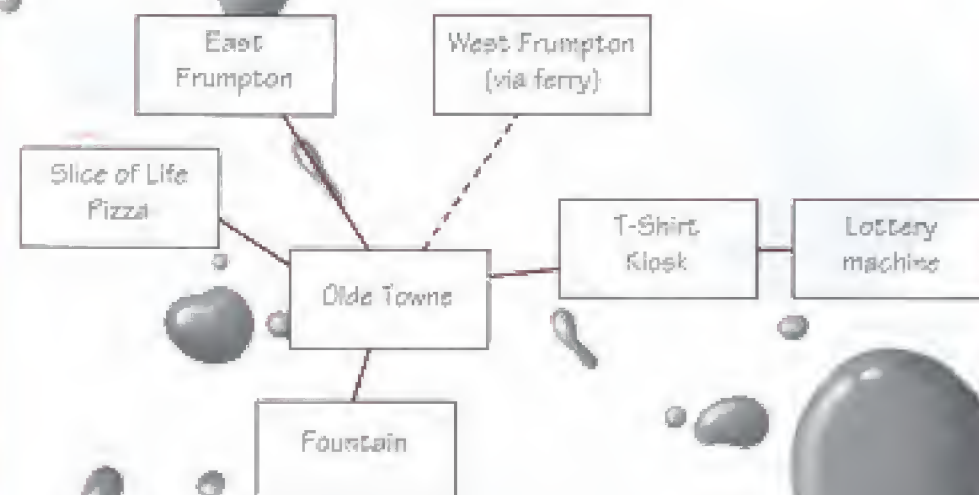
WILLY'S NEIGHBORHOOD



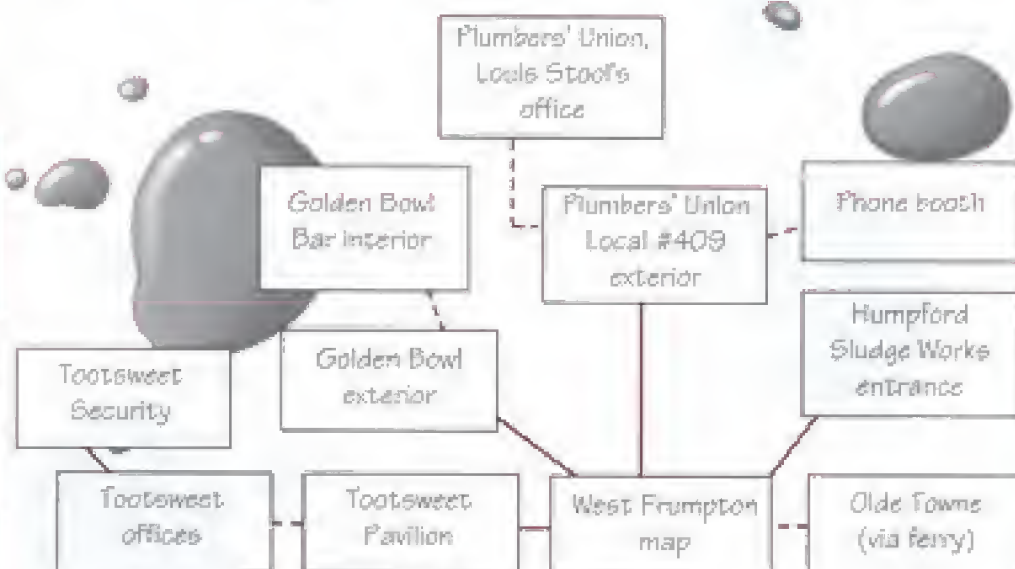
EAST FRUMPTON



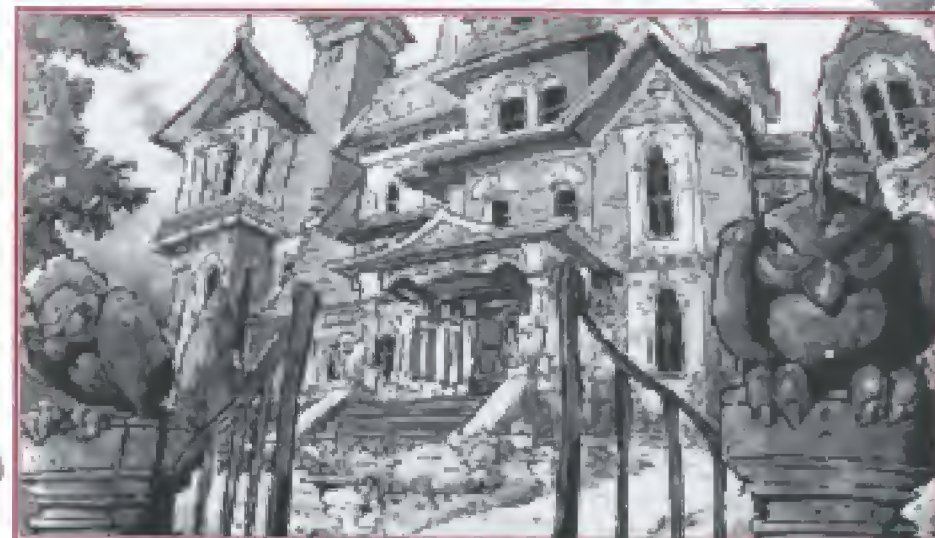
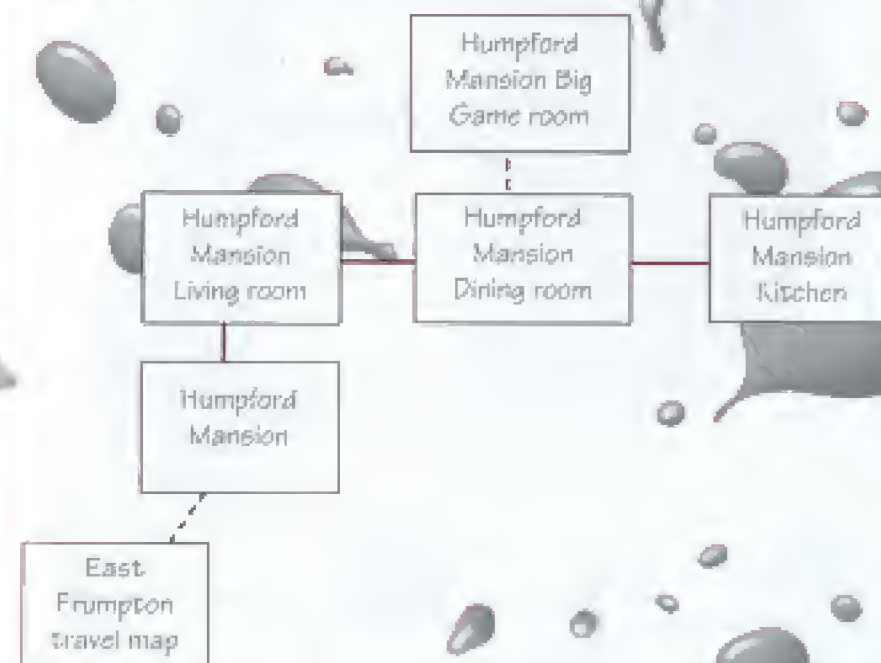
OLDE TOWNE



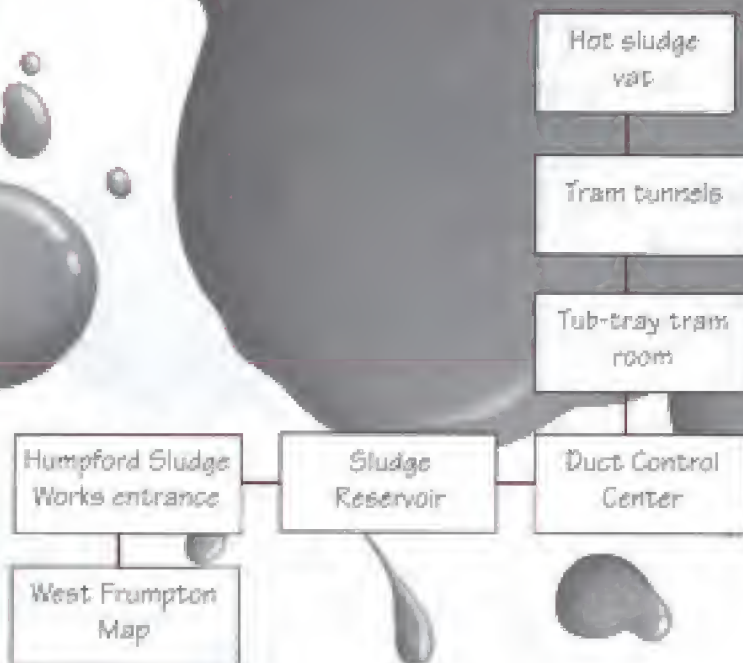
WEST FRUMPTON



HUMPFORD MANSION



HUMPFORD SLUDGE WORKS MAP



Notes

Need More Help? Call the Sierra/Dynamix Automated Hint-Line System

You may reach the hint system by dialing: 1-900-370-KLUE.
Our California customers need to call: 1-900-370-5113.
U.K. Customers call: touch-tone phone: (44) 734-304004.
U.K. Customers call: non touch-tone phone: (44) 734-303171.

All hint questions MUST be directed to the previously mentioned "900" numbers. NO hints will be given on our Customer Service lines. Hint service is available 24 hours a day. In the U.S., the charge for this service is 75 cents for the first minute and 50 cents for every additional minute. Long distance charges are included in this fee. Callers under the age of 18 must get their parents' permission before calling the hint-line.

If you have a modem, you can access Sierra BBS to get hints, downloadable demos, catalogs, etc.

U.S. Customers call: (209) 683-4463

U.K. Customers call: (44) 734-304227

All other questions will be answered by calling our new U.S. Customer Support number: (209) 683-8989. Please note: ALL hints must be obtained by dialing the above "900" numbers listed above. Our U.K. Customer Support number is: (44) 734-303171.

ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.

Thank you for buying Dynamix products!

0066001600
© is a registered trademark of Dynamix Inc. © 1991 Dynamix Inc.

Dynamix
most of the culture family

